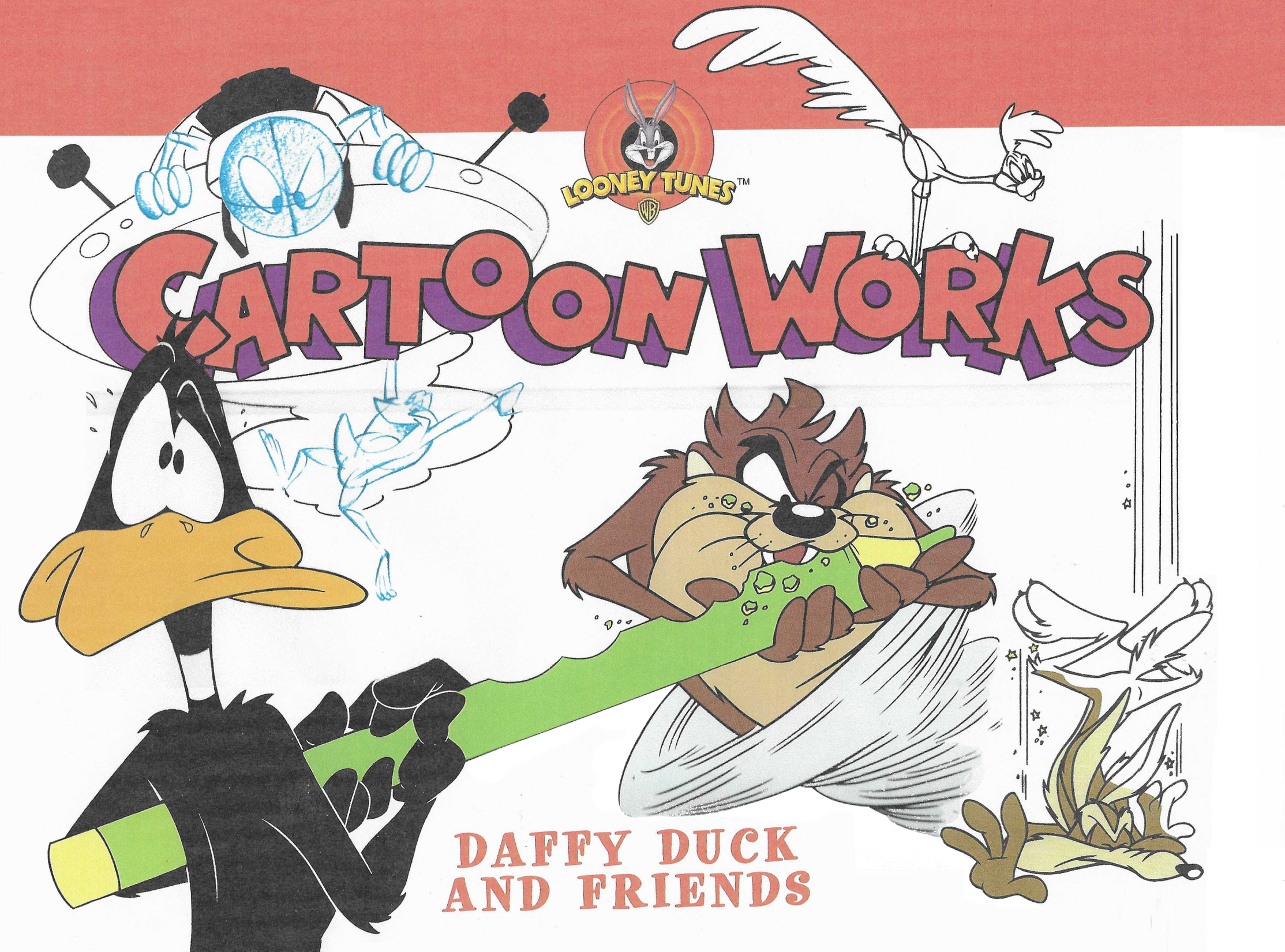
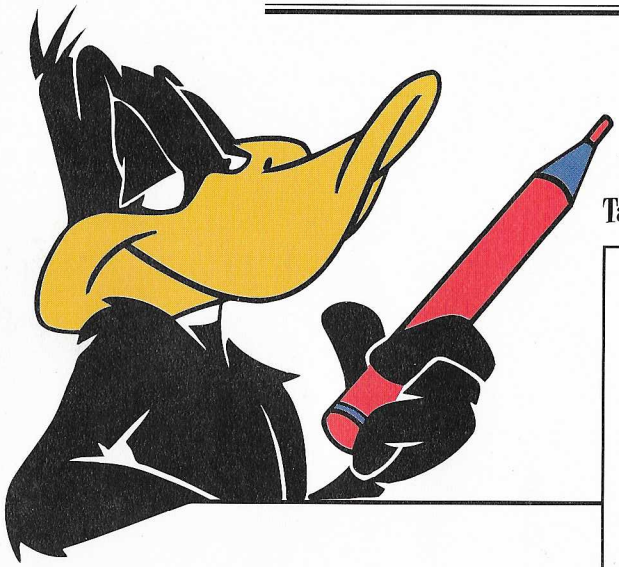

LOONEY TUNES™
CARTOON WORKS
DAFFY DUCK
AND FRIENDS

WHAT DO I DO?

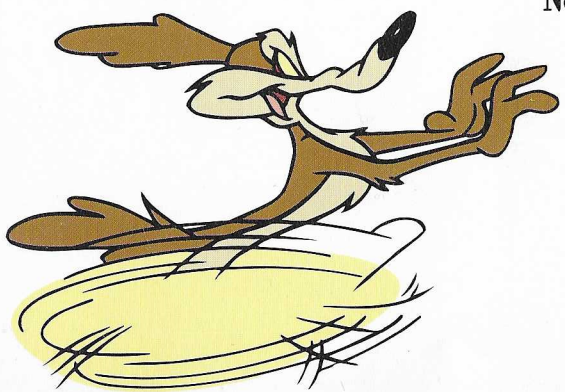


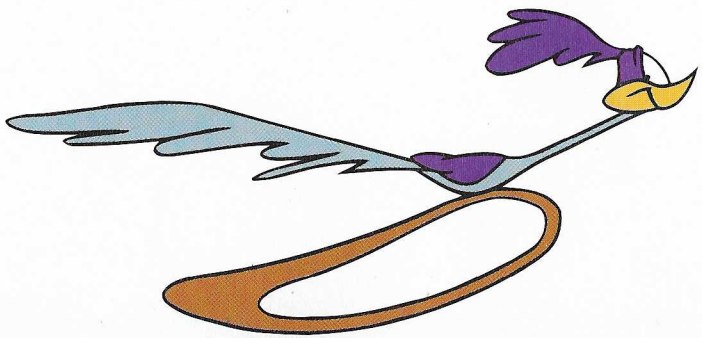
On all the pages, you will find blue and black lines. Here's a picture of Taz to demonstrate:

The "sketchy" blue lines are the lines that the artist starts off with for guides. They are done with a special light-blue pencil that won't show up when a camera "shoots" the animation images. The artist starts with oval shapes and bases the drawing on those. When happy with it, the artist will draw the actual character-defining lines in black.

So, imagine you are that Warner Bros. artist! Draw in the defining lines where shown and then do your coloring! Simple!

Now a word about coloring...





COLORING TECHNIQUES

Look at all the different effects you can create with just twelve pens!

SOLID COLOR
Also known as flat color, this is the technique used for most cartoon characters.

HATCHING
You can create different shades of the same color by diagonal shading and cross-hatching.

SHAPING WITH SHADING
Cross-hatching helps you to show the shape and solidity of objects.

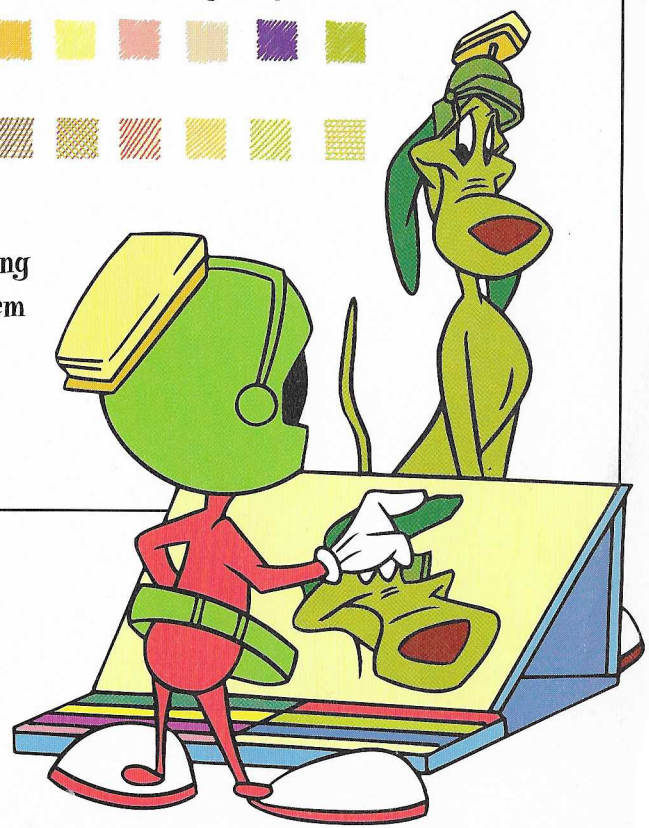
GRADUATION
Use this on your backgrounds to show distances and slopes.

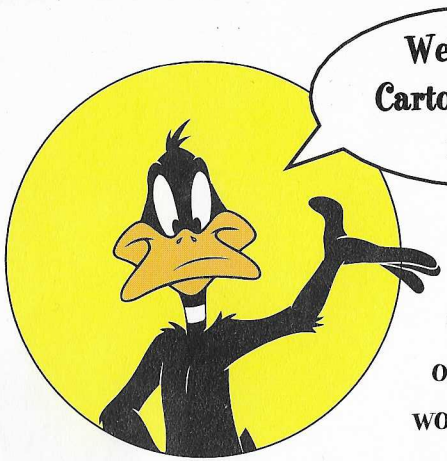
LOOSE COLOR
You can also try using your felt-tips in a looser way and not color right up to the line.

Black Blue Green Burgundy Brown Red Orange Yellow Flesh Beige Purple Pale Green

See how you can achieve these different color effects by blending them. The best way to blend them is by hatching.

Now turn to the next page for the really good stuff...





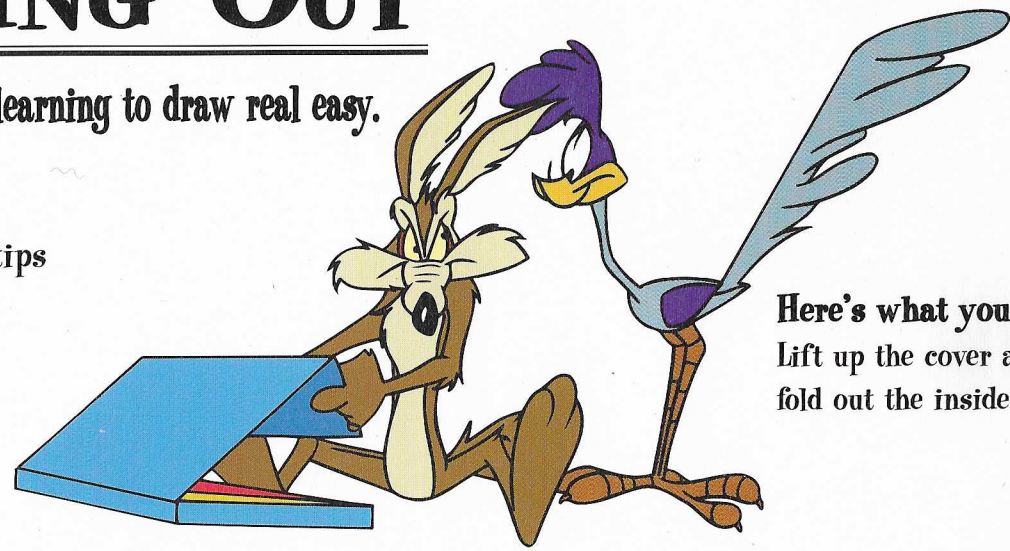
STARTING OUT

Cartoon Works makes learning to draw real easy.

Don't forget:

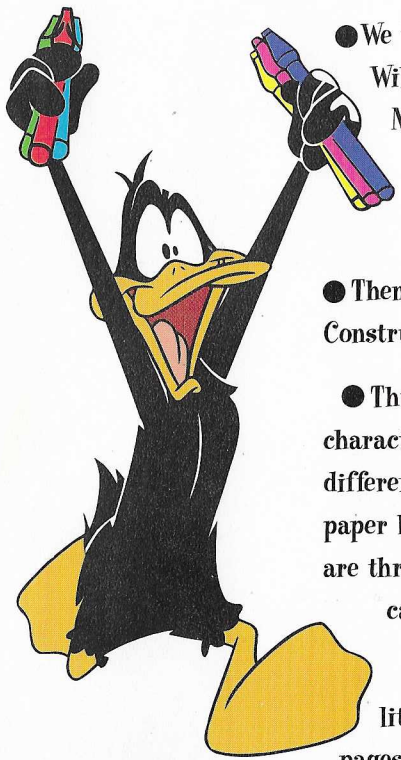
● Always put the tops back on your felt-tips or they'll dry out and won't work. You wouldn't want that now, would you?

● When you start to draw, do it in pencil first, in case you make a mistake, then add the black outline. Make sure you let the black dry and then add color.



Here's what you do:
Lift up the cover and fold out the inside flap.

In this book:



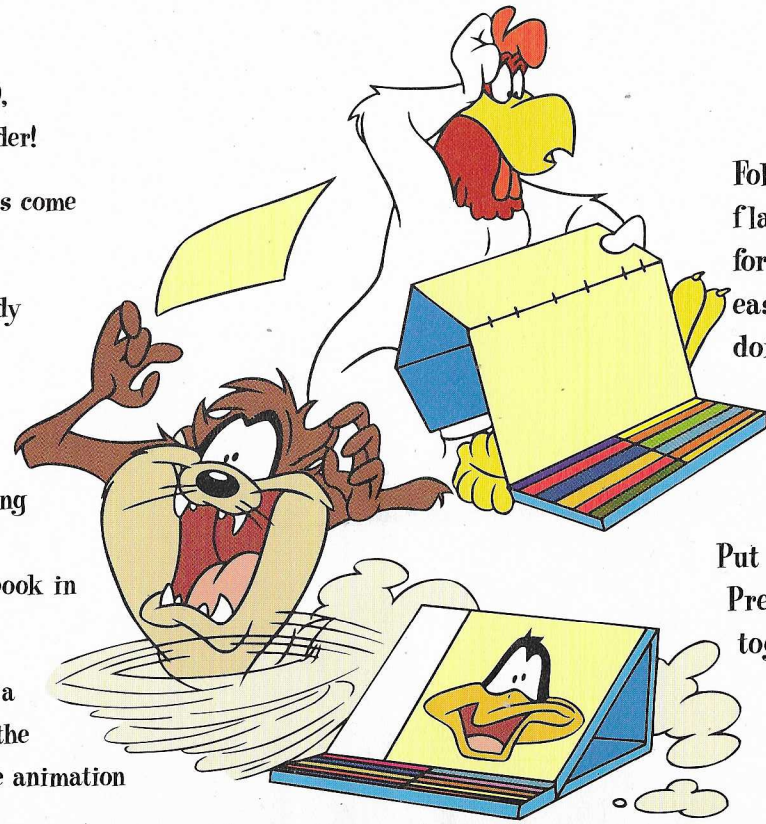
● We teach you to draw Daffy Duck, Tasmanian Devil, Wile E. Coyote, Road Runner, Marvin the Martian, K-9, Michigan J. Frog, and Foghorn Leghorn – in that order!

● Each character has its own section. Expressions come first 'cos they're the easiest!

● Then comes the Head Construction page, followed by Body Construction – that's the tricky one!

● Three "Flip Fun" pages show a scene featuring two characters. A tracing paper overlay shows a slightly different picture. Color both the pictures and roll the tracing paper back and forth to action a movement. There are three more pages of tracing paper at the back of the book in case you get stuck anywhere, anytime!

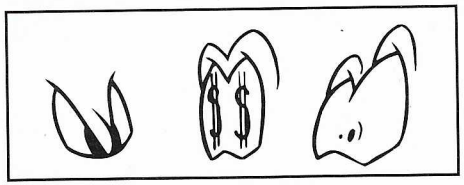
● On the corners of each left-hand panel, there is a little picture. This is your very own Flip Book. Hold the pages between thumb and forefinger and flip away to see animation at its very best.



Fold both the cover and the flap back so that the flap forms the bottom of your easel, as Foghorn is doing here.

Put the flap under the tray. Press the fastening together so that it sticks.

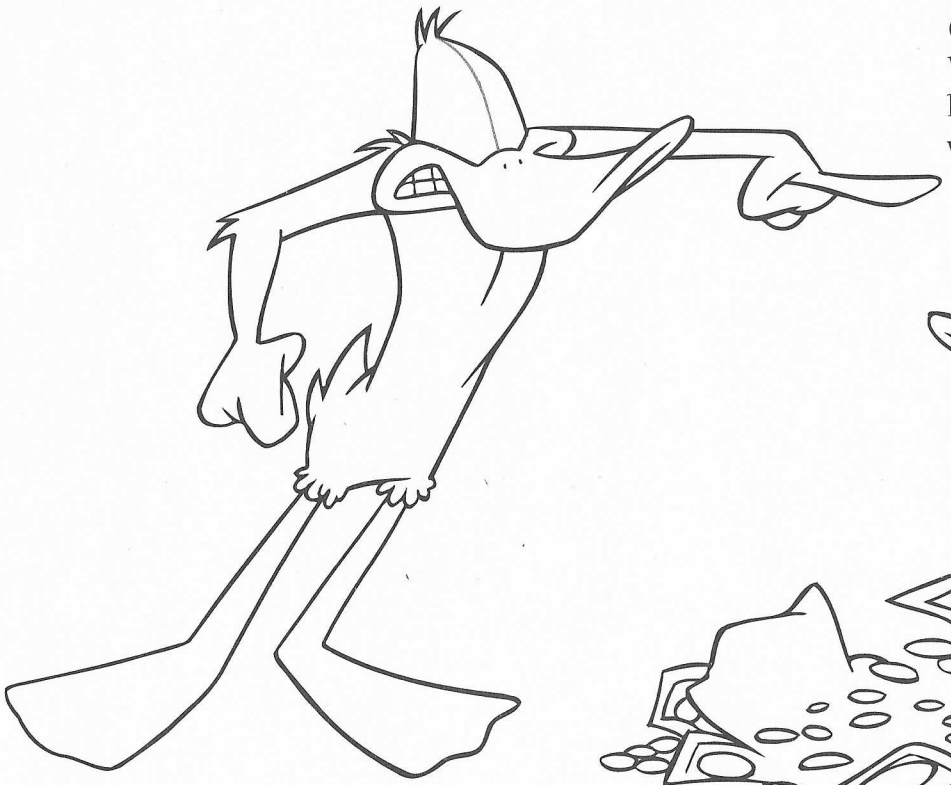
We'll start with Daffy's expressions.



The most expressive part of any character's face is the eyes. Look at the sets of eyes above. Do you see how different they are?

Find the eyes to match the expressions on the right, then draw them in. Use a pencil first and then your pens.

Create your own piece of animation by flipping the panels, back to front!

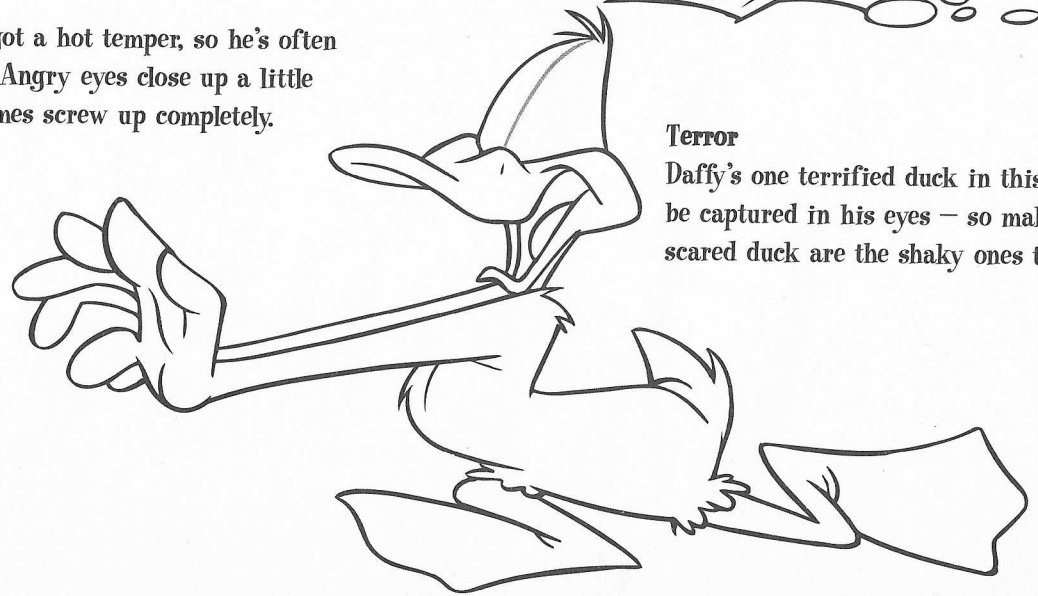


Greed

Who says money doesn't bring happiness? Not Daffy! If a duck in love had heart-shaped pupils, what would the best shape be for a greedy duck?

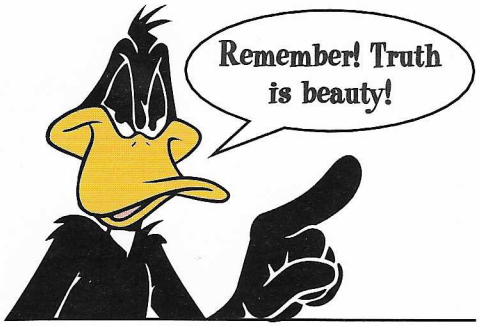
Angry

Daffy has got a hot temper, so he's often worked up. Angry eyes close up a little and sometimes screw up completely.

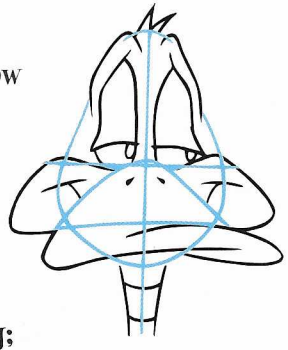


Terror

Daffy's one terrified duck in this pose! The look of fear can be captured in his eyes – so make sure the pupils of this scared duck are the shaky ones that "float" a little.

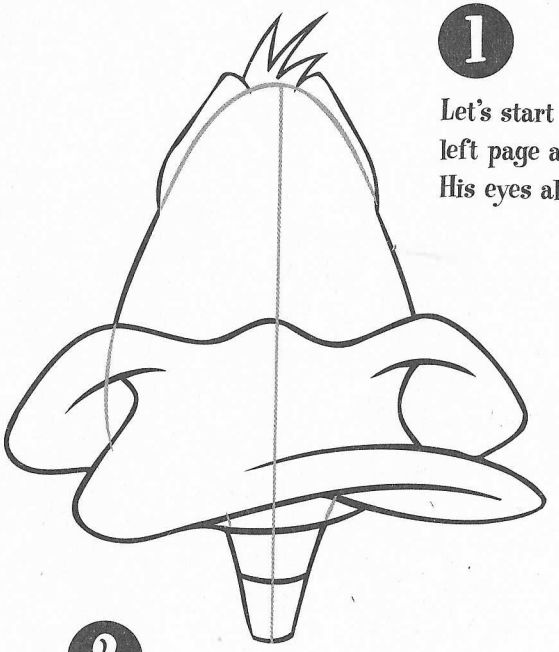


The eyes were the easy part. Now you're going to try to draw Daffy's whole head! Don't worry, we'll take it step by step!



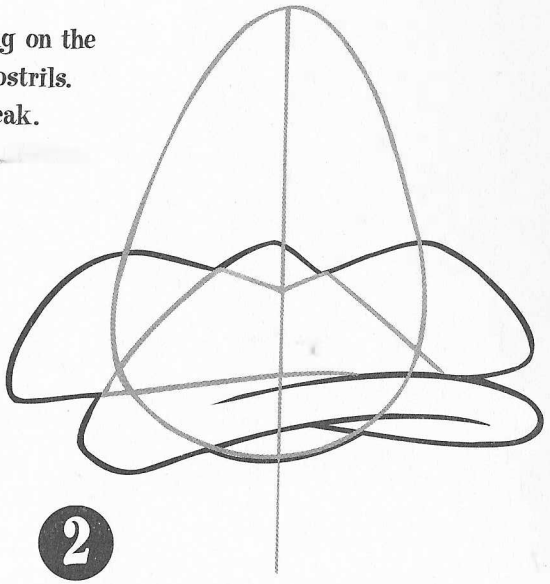
These lines show the different-shaped parts of Daffy's head. The basic head shape is an egg; then there is the cheek shape and the irregular triangle of the beak.

Look at the drawing carefully, then fill in the missing head parts on the page opposite, doing a little more each time.



1

Let's start off simple. Look at the drawing on the left page and draw in Daffy's eyes and nostrils. His eyes almost fill the area above his beak.

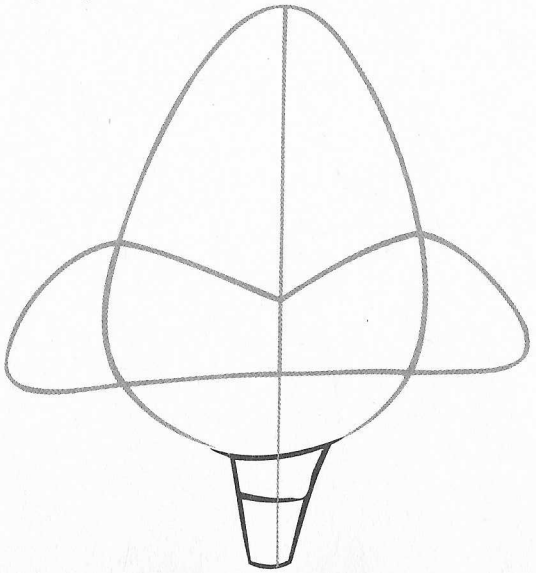


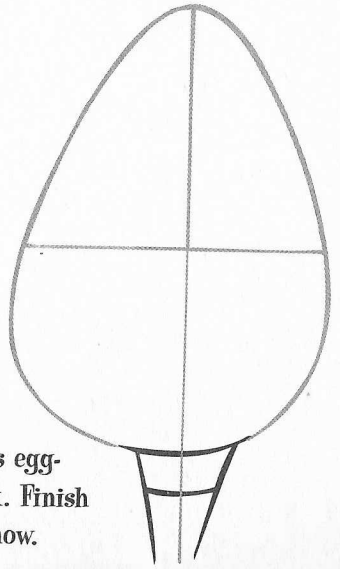
2

Okay, the next part is trickier. Now add the things from the first picture, plus the upper brows, hair, and mouth lines.

3

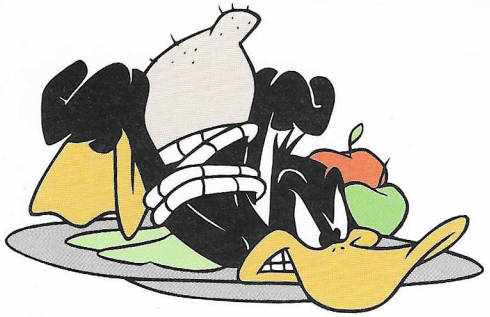
This may look a little odd, but it's Daffy's head and cheeks. Add the beak first, then add the other details you practiced before.





4

Here you can see that Daffy's head is egg-shaped. Pencil in the cheek and beak. Finish off with all the parts you already know.

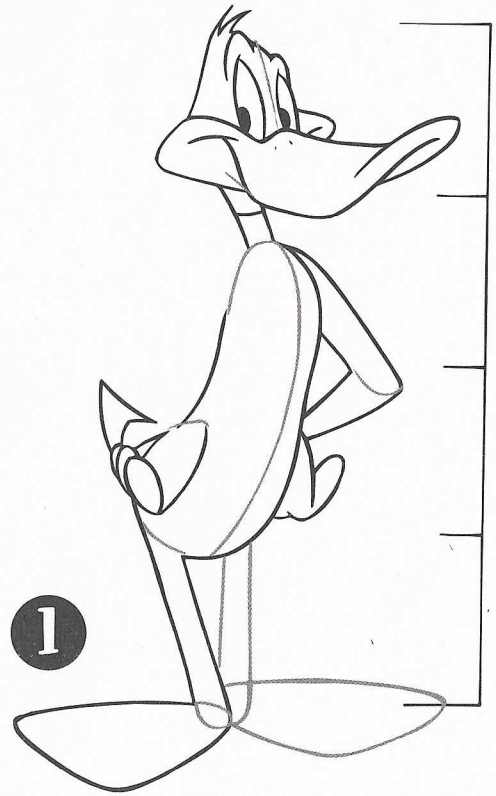


Now you're ready for the serious stuff: drawing your first body! Careful, though, one wrong stroke and Daffy could end up as Duck à l'orange!

The line drawing below shows the basic shapes that make up Daffy. The body and limbs are long and the feet are as long as the legs.

Fill in the missing parts on the page opposite. Draw in pencil first, then when you're sure everything is right, go over your outlines in black pen.

You need to add a lot of black on this duck's body, so make sure it's dry before you add other colors!

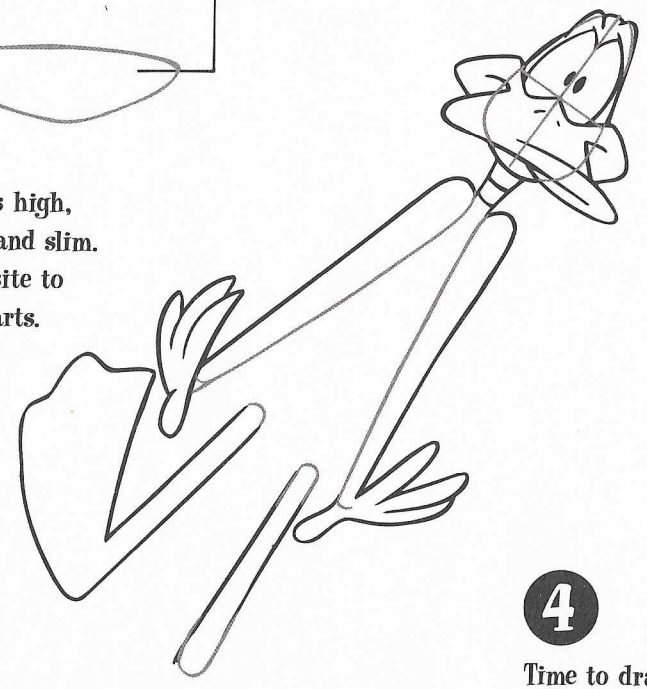


1

Daffy is about 4 heads high, which means he's tall and slim. Use the drawing opposite to add Daffy's missing parts.

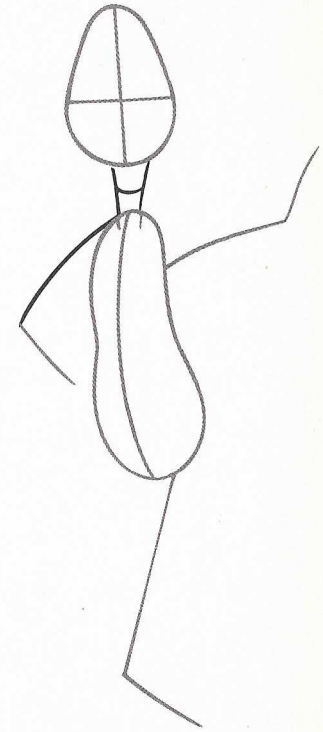
2

Daffy's arms and legs are all bent here, so draw the upper and lower parts separately.



3

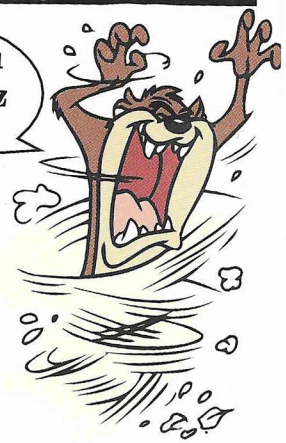
Now pencil in the long and pear-shaped body. Don't forget to add the feathery parts of the legs and the missing foot!



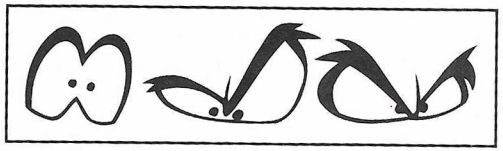
4

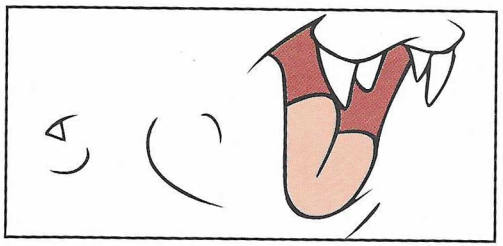
Time to draw Daffy's whole head and complete his body. Leave a space for his white breast, and add feathery tufts to show he's a duck!

Tasmanian Devil



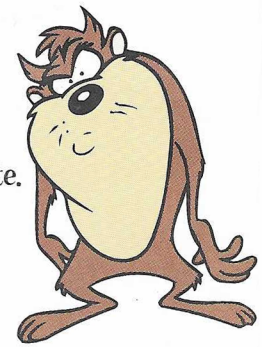
We're looking at that crazy Taz next!





When this guy does come to a stop, he doesn't look too happy – unless he has seen some food. His eyes are pretty scary, and as for those teeth...

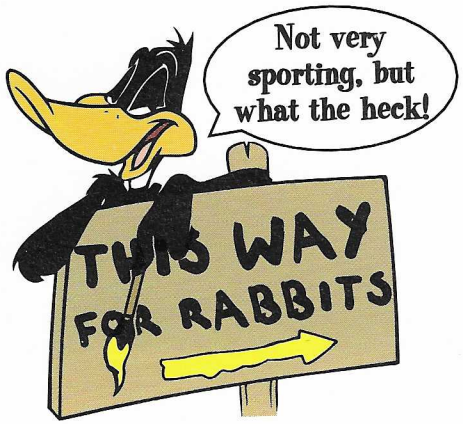
Match the eyes and mouths to the poses opposite.



Surprised
Looks like Taz is holding his hands in surprise here. Find some eyes with floating pupils, copy them in, and pick a mouth to match.

Puzzled
Something is puzzling old Taz. A puzzled expression usually makes the features close up.

Angry
Taz often looks all in a spin and kind of crazy! Copy in angry eyes here, and an open mouth yelling for food!

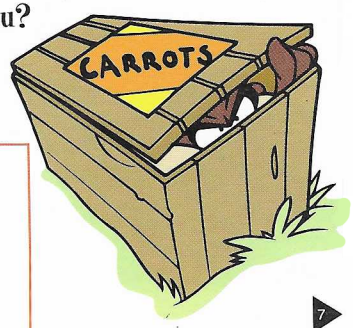


Take a look at this line drawing of Taz's head. Taz is a little tricky because his head and torso merge together.

The upper head is based on a circle.

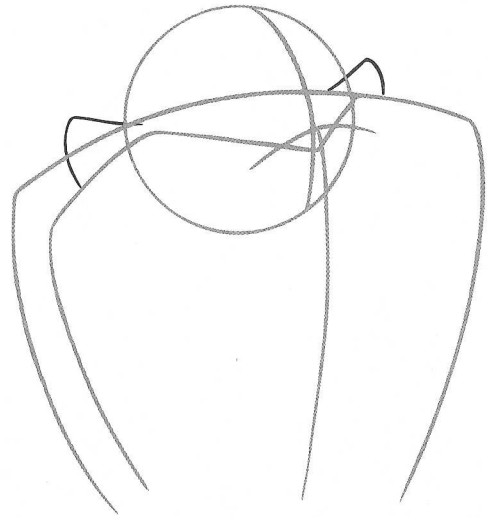
Draw in the missing parts of Taz according to our step-by-step instructions opposite.

I don't think it's carrots that Taz is after, do you?

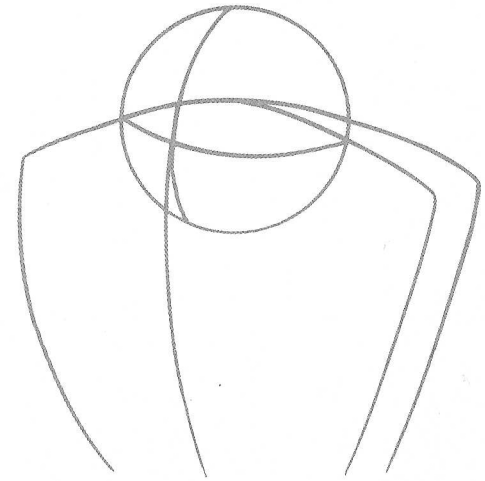


1 Taz's hair, teeth, and whiskers need penciling in here. See how a couple of his small hair tufts are shaped liked devil's horns.

2 Start with eyes, hair, and the inner ears. Add the huge mouth with the tongue and teeth, then the nose and whiskers. Highlight Taz's nose when you color him in.

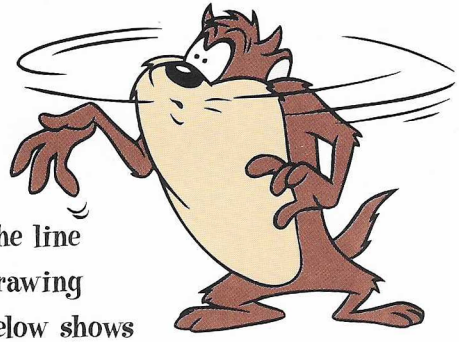


3 Use the nose line as a guide to draw in the eyes, then add the pupils, brows, hair, and inner ears. Copy the snout from the picture above, then add the other details along with the ear tufts.



4 Taz's head is created using these basic shapes. Draw in the snout line and ears. Complete the head by practicing the features you have drawn before.

We need the guy to stay still so we can look at his body. It's pretty top-heavy, isn't it? Look carefully at the size of his legs compared to the rest of his body before you try drawing them in yourself.



The line drawing below shows Taz's true shape with no neck. He's really just a mouth on legs!

Add the missing parts in pencil, then draw the outlines with black pen.

1

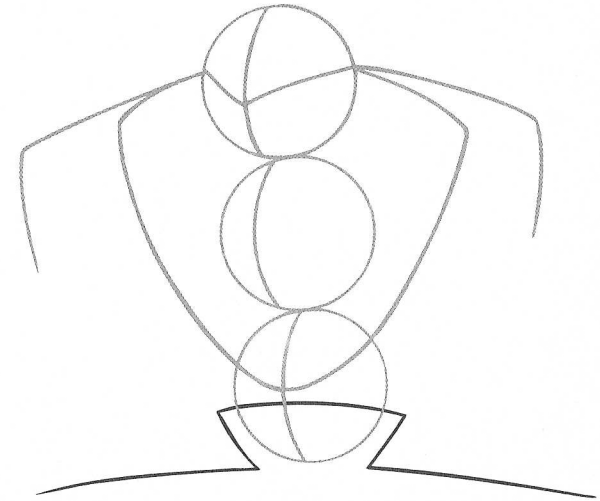
This guide shows that Taz is 3 heads high. The circles show you his body movement in different poses. Now it's your turn! Fill in Taz's missing parts and remember his limbs are bent.

3

On to the body! Look where Taz's body line is in relation to the circle guides, then draw it yourself. Don't forget those sharp fangs!

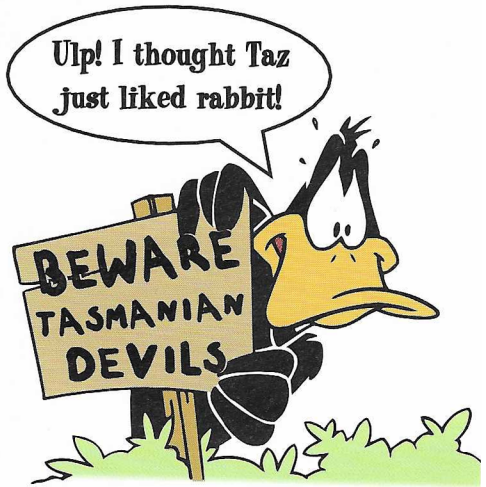
2

See where the circles are when Taz bends, then follow the lines already there to finish his arms and legs. Make Taz's hands and feet big and his elbow and knee joints thick.



4

Start at the top for the big one! Draw the head and snout first and add all the other features. Finish the limbs, and before you know it – there's the complete Tasmanian Devil!

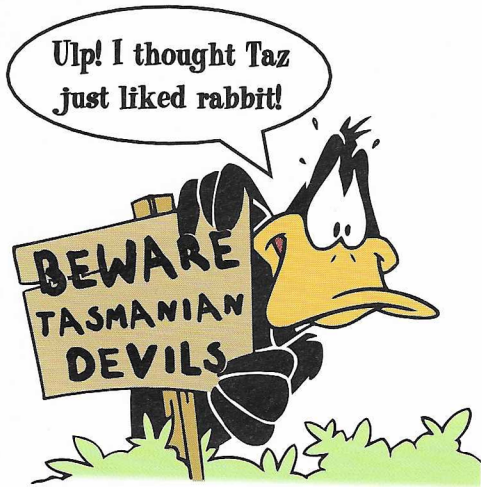


Sometimes there just aren't enough rabbits to go around!

Here's a scene featuring the characters you just learned about. Look at their poses on the tracing paper first. Daffy knows there is danger nearby.

His limb positions show us that he has stopped to have a look around, and his eyes are wide with concentration. Taz's mouth is wide open with a greedy smile and his eyes are sly, as he plans his next move. Now look at the bottom picture. Taz has struck!

Flip the top picture back and forth and you've got your own little piece of moving animation!



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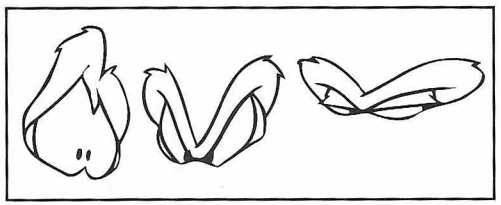
Flip the top picture back and forth and you've got your own little piece of moving animation!

Wile E. Coyote

I feel hungry just lookin' at this guy!

It's Wile E. Coyote, the hungriest coyote in the West! He's scrawny and devious and looks dejected when he loses Road Runner.

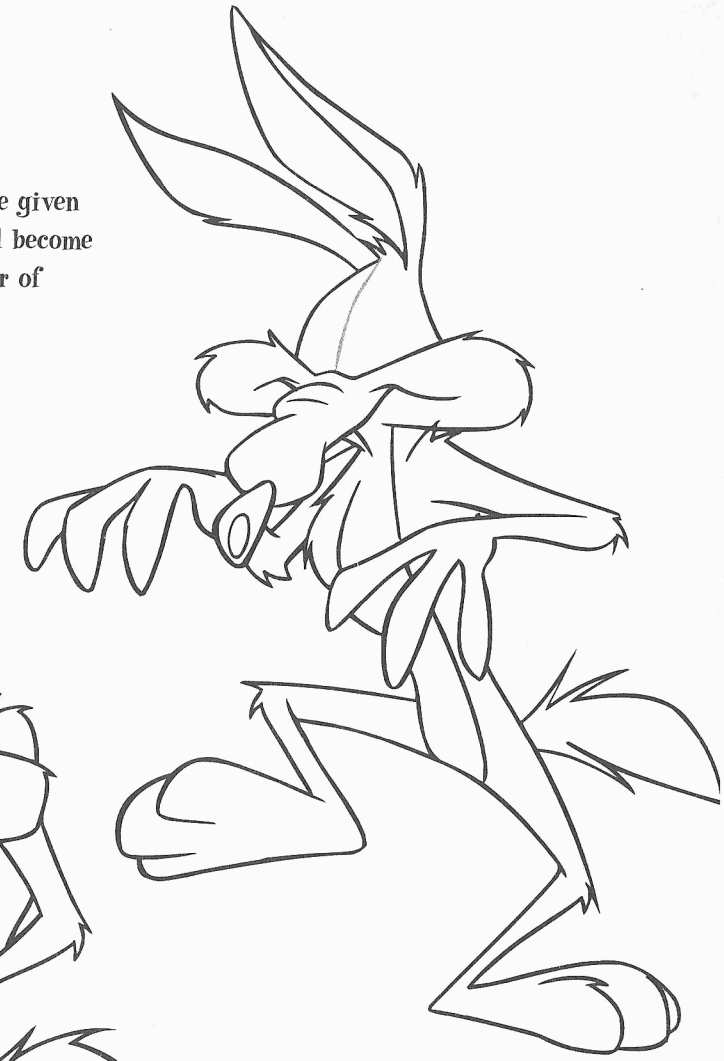


Look at the eyes above and try to match them with the poses on the right. Then copy them in. Use your tracing paper at the back of the book if it helps.

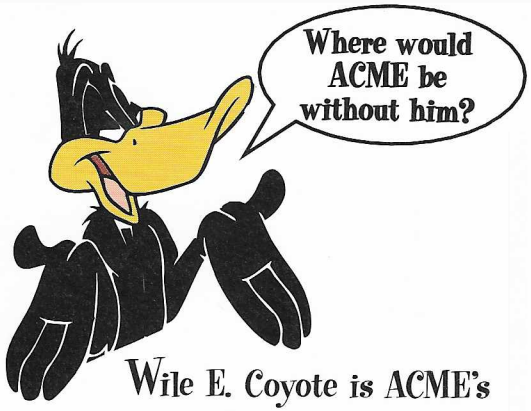
Wile E.'s long snout has bump lines on it that vary with his expression. Look at how it changes from pose to pose.

Surprised
You'd think Wile E. would have given up on Road Runner suppers and become a vegetarian by now! Draw in a pair of surprised eyes like those on page 6.

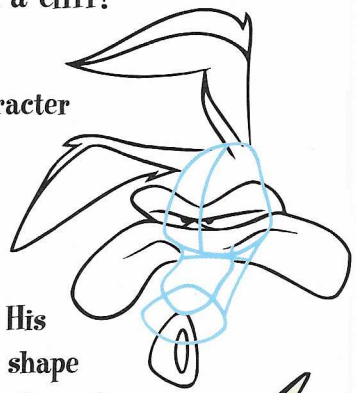
Nasty
The rumbling in Wile. E.'s tummy is too much! Copy in the nasty eyes to match his hunched shoulders and wicked sneer.



Sly
That coyote is on the prowl again! You need lowered eyelids here to create a really sly expression. Look at how his bump lines get closer together as he screws up his nose.

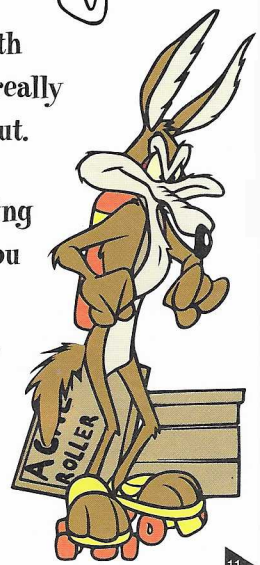


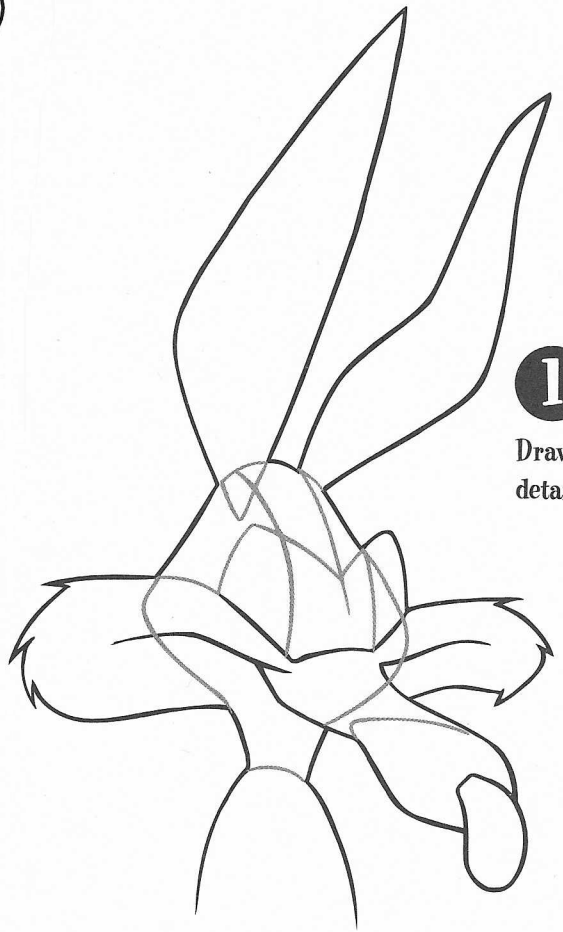
Wile E. Coyote is ACME's best client! He'll try anything to catch Road Runner, even if he does end up at the bottom of a cliff!



Wile E.'s a tricky character to draw. His head shoots out in all directions! His basic head shape is quite small, with wide cheeks and really long ears and snout.

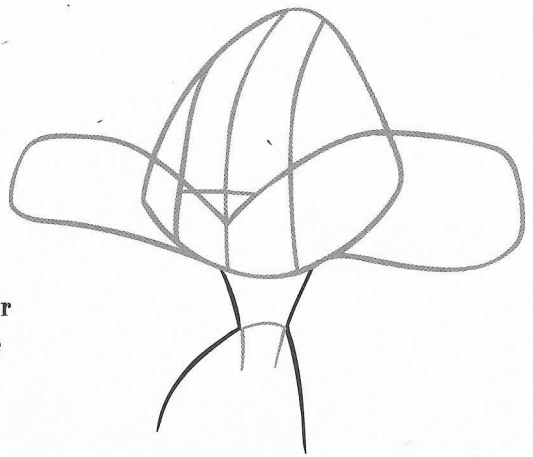
Look at the drawing carefully before you start penciling in the missing parts.





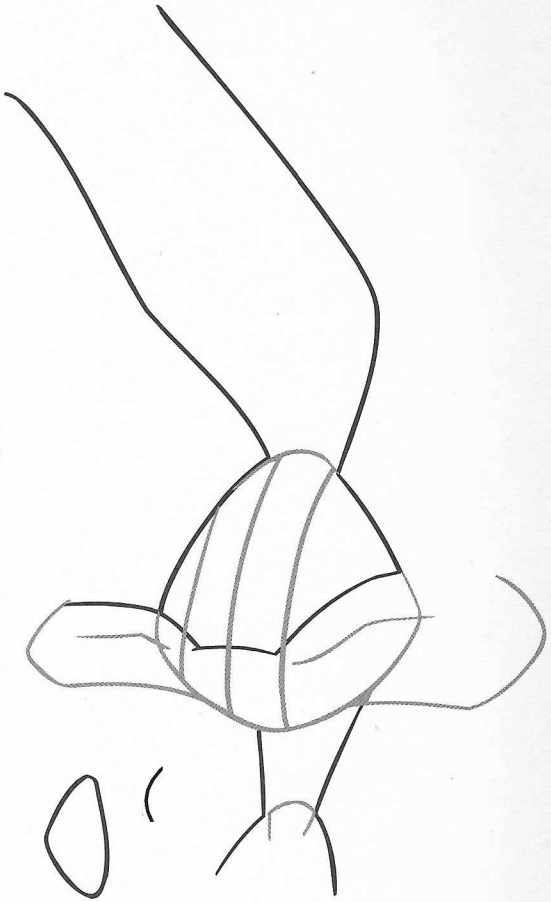
1

Draw in Wile E.'s eyes. His inner ears and fur detail need drawing in, too.



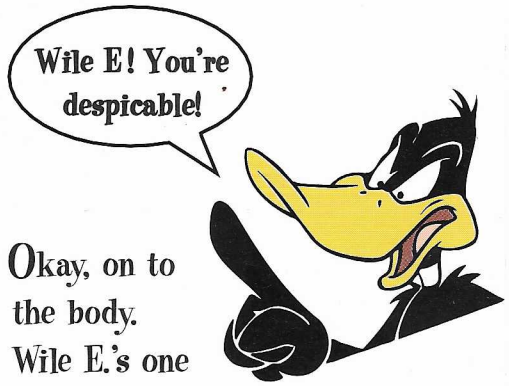
3

Finish the other details, remembering the hair tufts on those wide cheeks. Don't forget those big bushy brows!



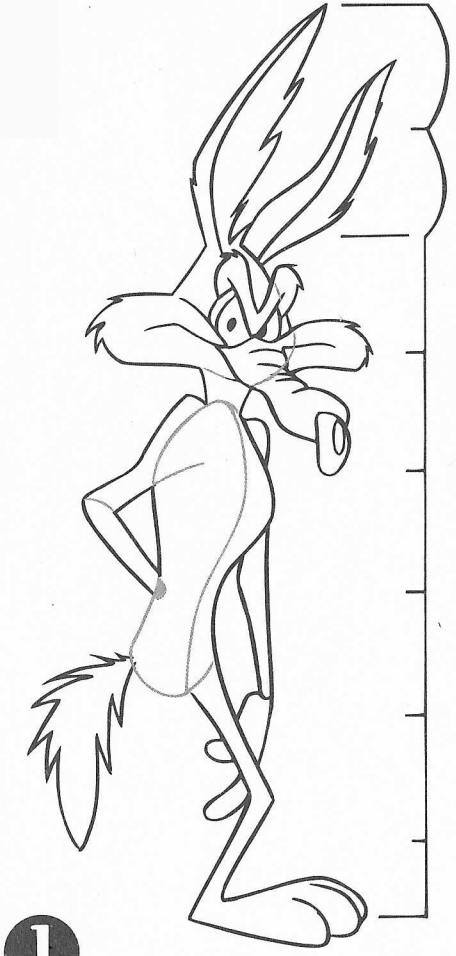
2

Here, you'll need to draw his eyes again and finish his ears. Then, draw in his long snout with the bumps that change with his mood.

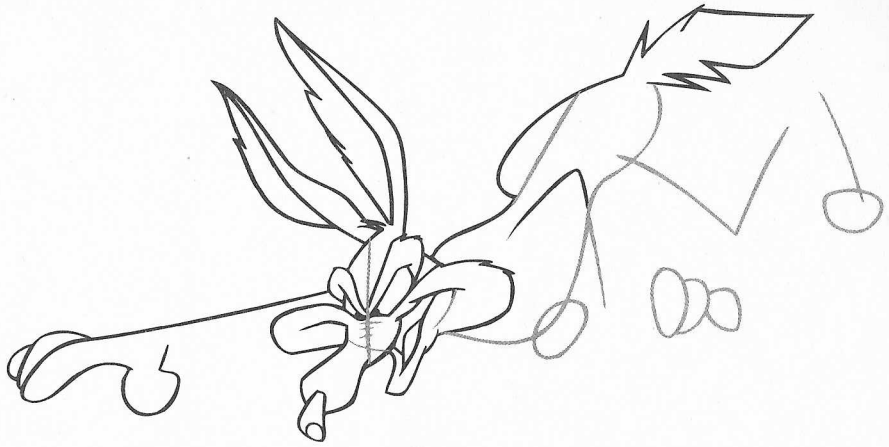


Okay, on to the body. Wile E.'s one skinny coyote! Look at the line drawing below to see how his rib cage sticks out. And he has really thin arms and legs.

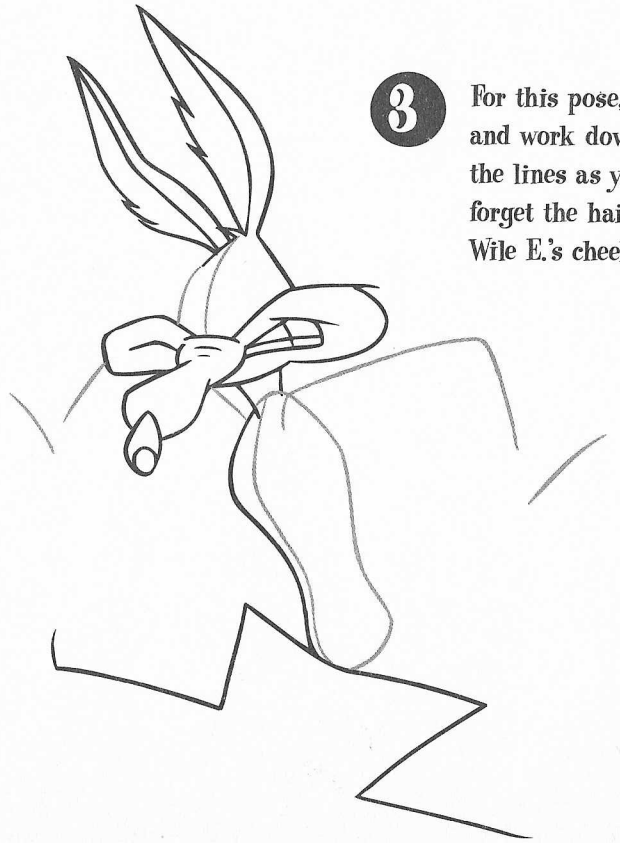
Complete the pictures in pencil and then use your colors!



1 Wile E. stands 7½ heads high (counting ears). His long arms almost reach his knees! Complete his hand and leg from the picture opposite.



2 Here's a tricky pose of Wile E. skulking along. Use the first picture and your limb-drawing knowledge to finish his left leg.



3 For this pose, start at the top and work down, finishing the lines as you go. Don't forget the hair tufts on Wile E.'s cheeks and joints.

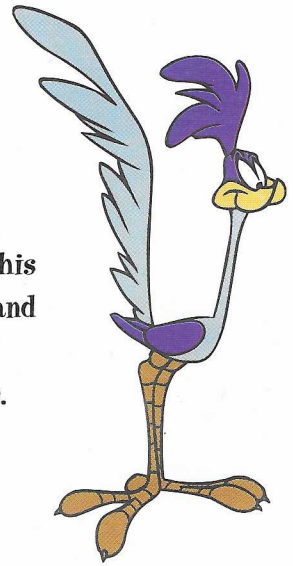
Road Runner

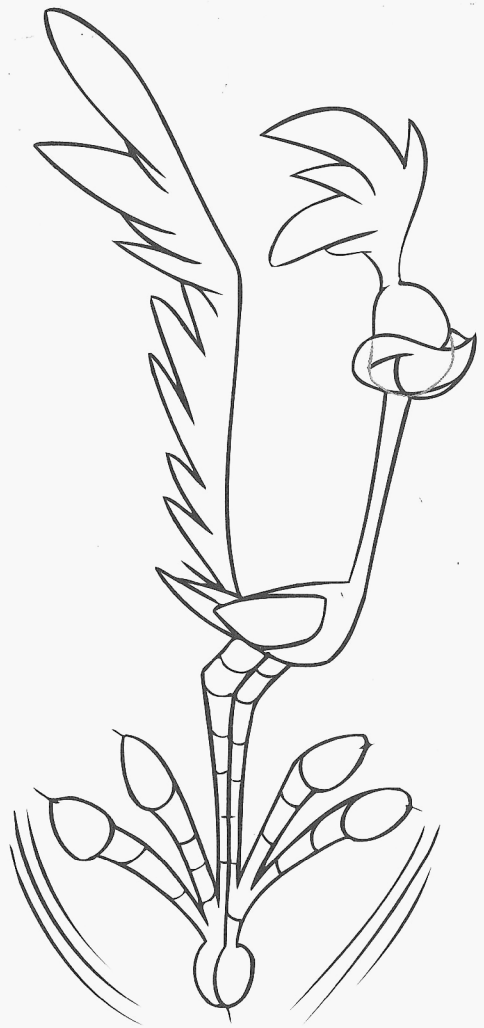
Even though he whizzes around the whole time, Road Runner is a pretty cool customer, and he never gets mad.

Road Runner's bright eyes and curvy beak make his expression really smiley.

His eyes are small, so his eyelids and eyebrows are important.

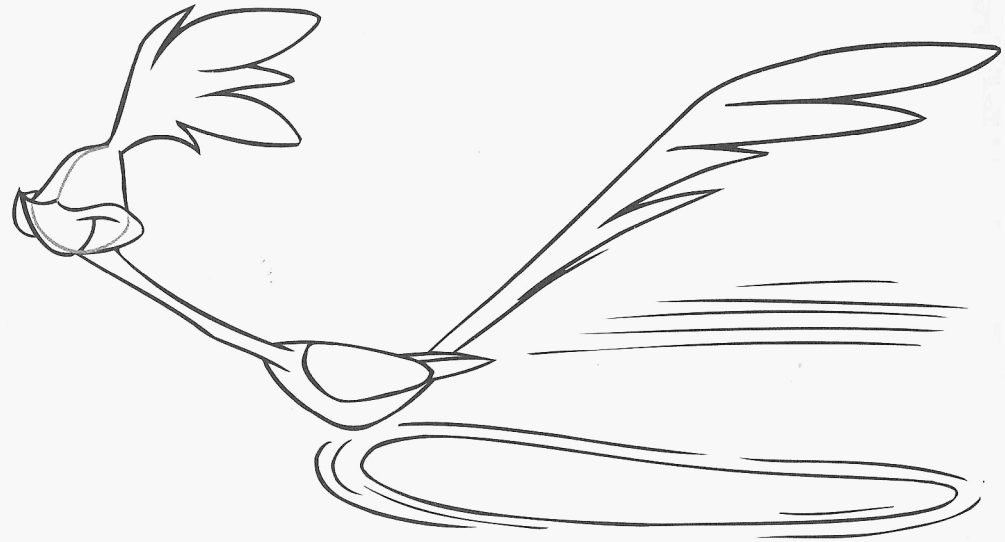
Watch out for his pointed beak and complete the poses opposite.





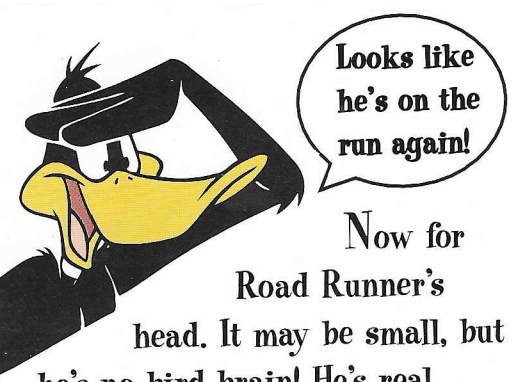
Nah Nah!
The position of Road Runner's feet and the speed lines around them make him look as if he's hovering. Choose a cheeky expression to match this pose, and pencil it in.

Speeding
Phew-ee, this guy's legs are just a blur when he's on the move! The swept-back head, comb, tail, and wings make him look even speedier. Finish the eyes and lower beak and he's away!



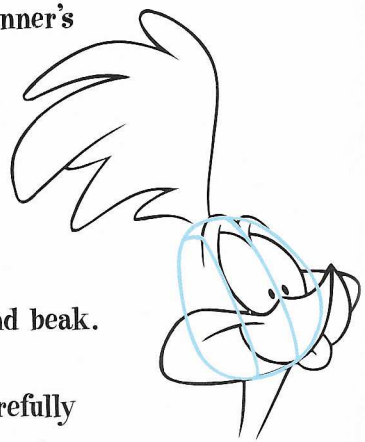
Laughing
Road Runner is having a good guffaw at Wile E.'s attempts to catch him! As he smiles, his eyes close up, and they shut when he laughs. Copy in the chuckling eyes and mouth.

13

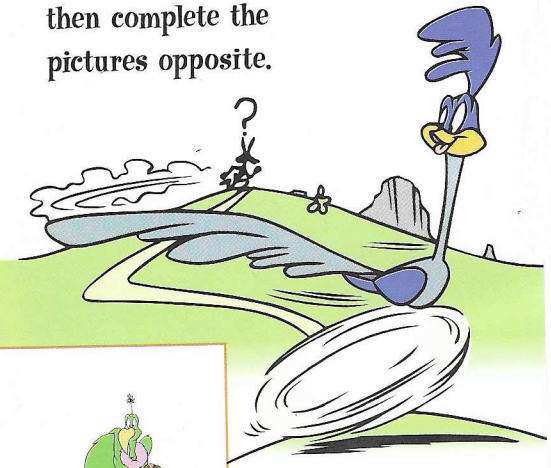


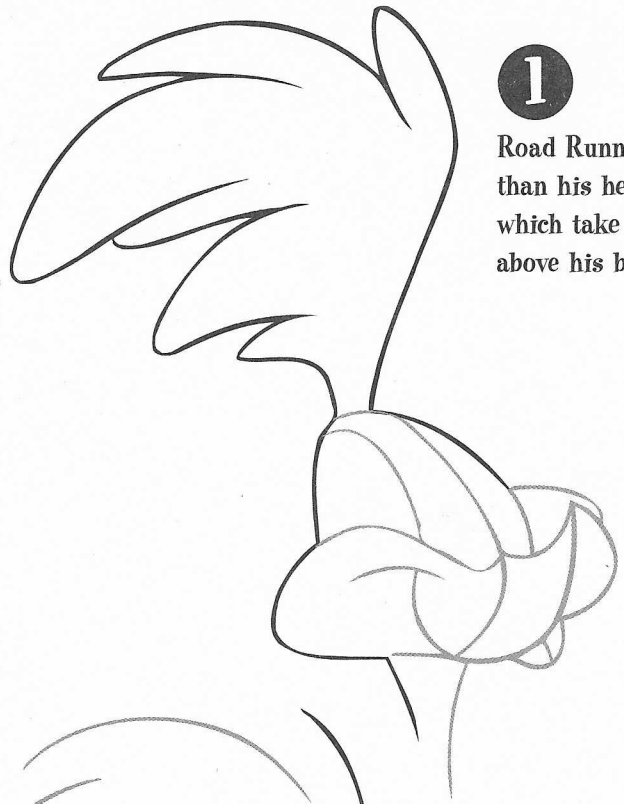
Now for Road Runner's head. It may be small, but he's no bird brain! He's real smart and always outwits Wile E.

Road Runner's head is made up of four parts: head, cheeks, comb, and beak.



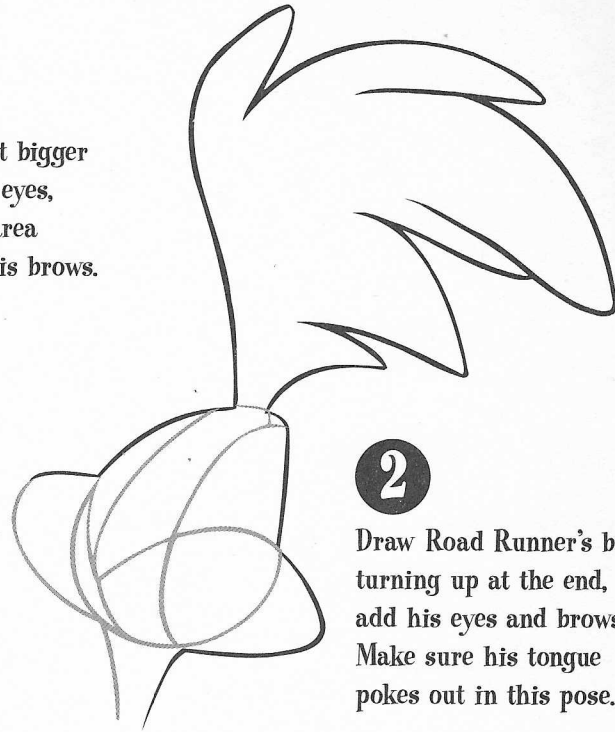
Look carefully at the shape of each part and then complete the pictures opposite.





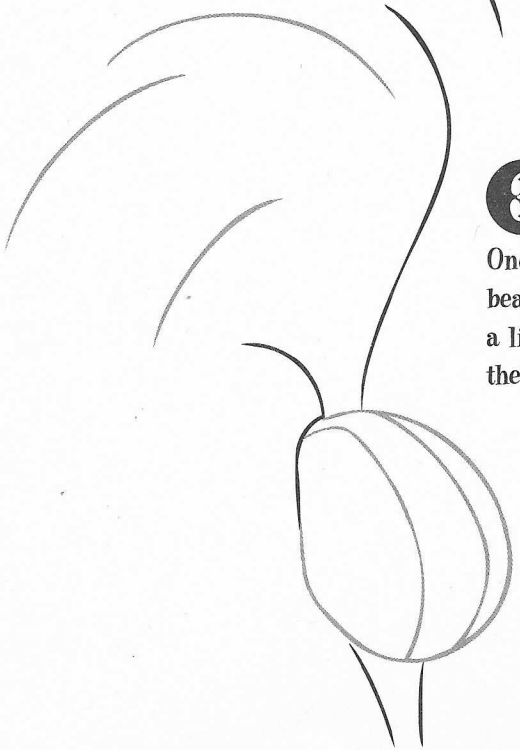
1

Road Runner's comb is a lot bigger than his head. Draw in his eyes, which take up most of the area above his beak. Then add his brows.



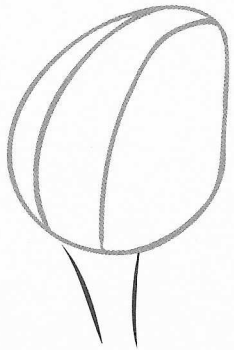
2

Draw Road Runner's beak turning up at the end, then add his eyes and brows. Make sure his tongue pokes out in this pose.



3

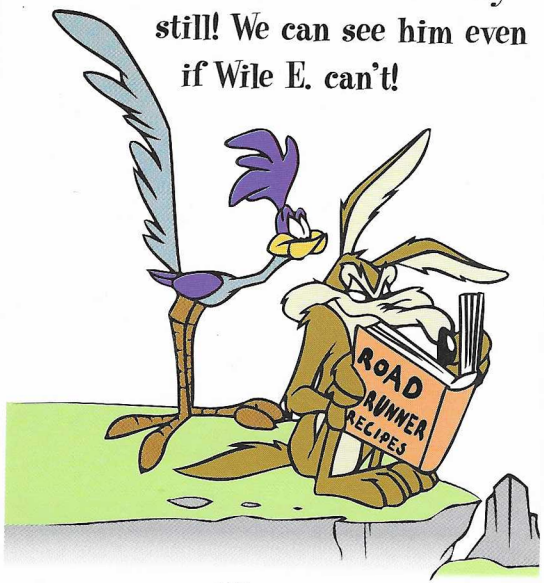
Once you've drawn the cheeks, add the beak, which overlaps the cheek and makes a little bump at the base of the eyes. Fill in the eyes and finish the comb plumage.



4

Now we've left you to draw in all the features on your own! Remember to add the comb plumage, and to color him!

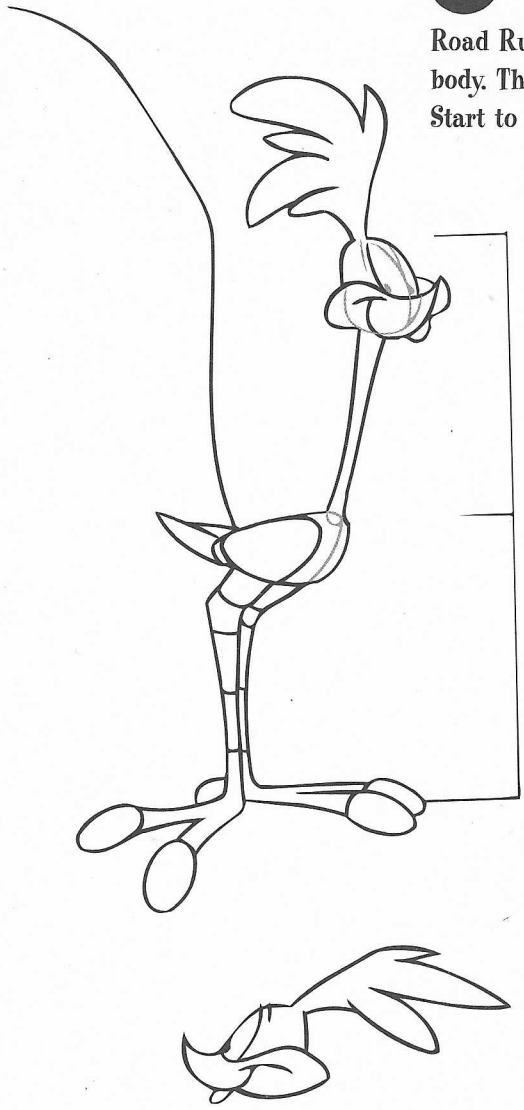
Road Runner is another character who doesn't stay still! We can see him even if Wile E. can't!



Complete the pictures in pencil, then add color using page 13 as a guide. There are some tricky poses here, so take it slowly!

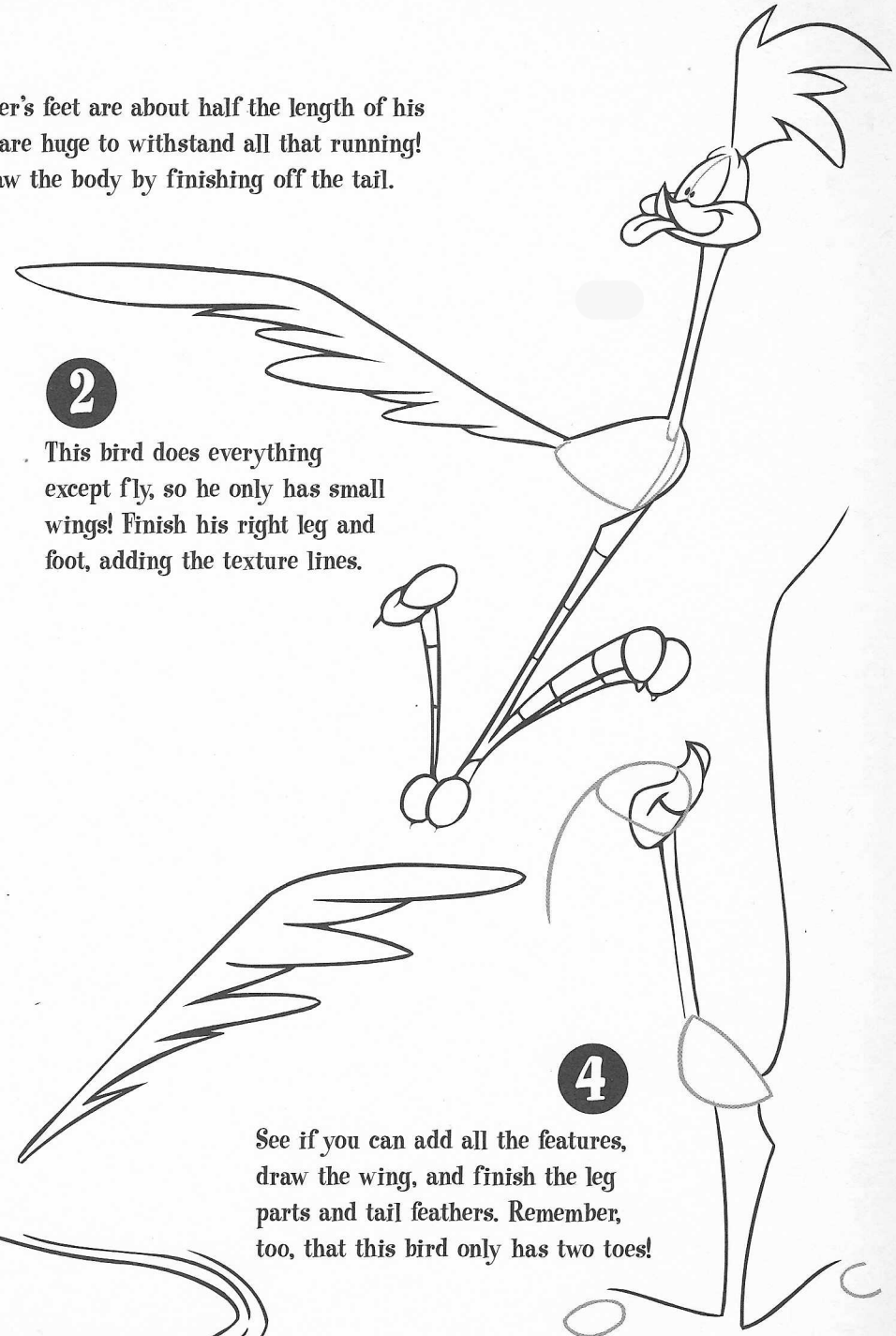
1

Road Runner's feet are about half the length of his body. They are huge to withstand all that running! Start to draw the body by finishing off the tail.



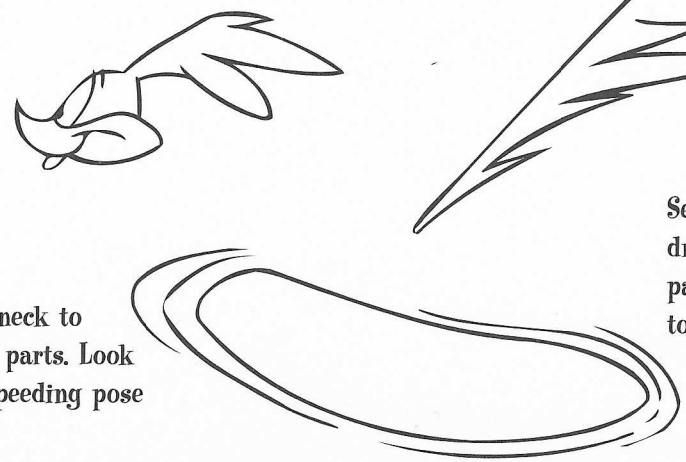
2

This bird does everything except fly, so he only has small wings! Finish his right leg and foot, adding the texture lines.



3

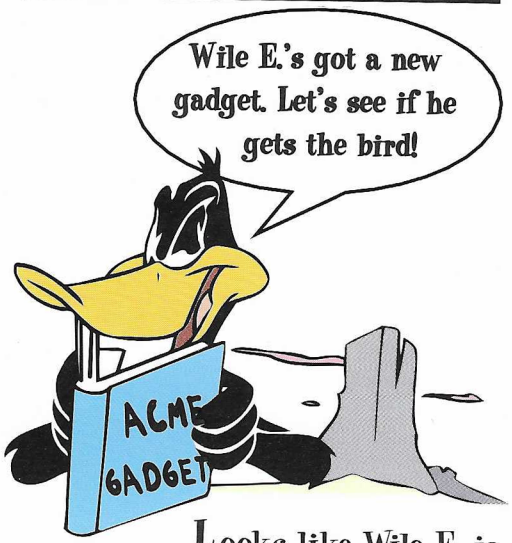
Pencil in the neck to join the body parts. Look back at the speeding pose on page 13.



4

See if you can add all the features, draw the wing, and finish the leg parts and tail feathers. Remember, too, that this bird only has two toes!

Flip Fun!



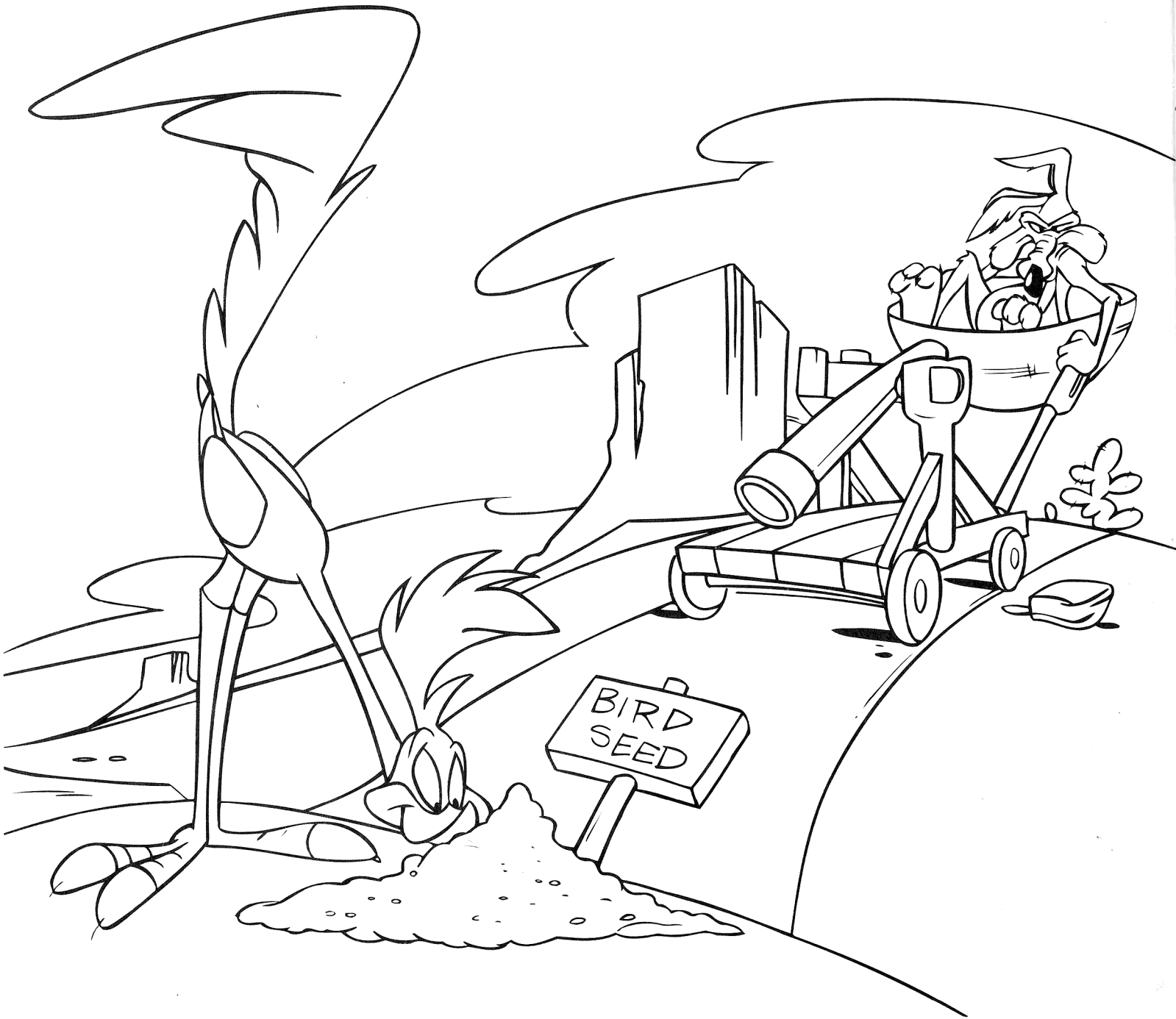
Looks like Wile E. is in for it, yet again!

Look at the top picture first – Road Runner is bright and perky, as usual, eating some seed that Wile E. has very kindly left out for him!

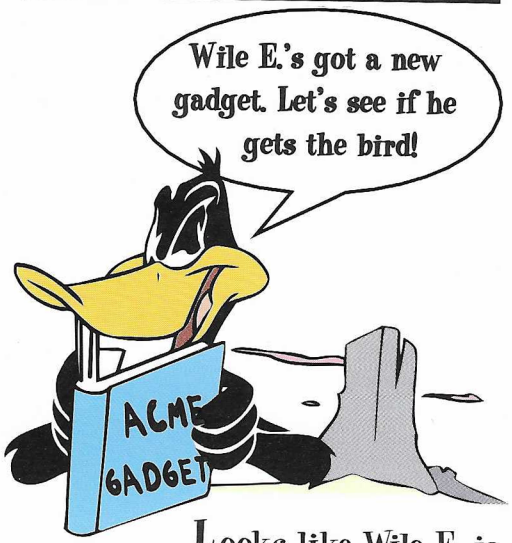
Look at Wile E. all hunched up in his Road-Runner-catching invention: his eyes are sly and his mouth shows grim determination as he takes aim at his target.

Flip the tracing paper back and forth to see some movement. How does the bottom picture change?

Using your felt-tip pens, why don't you add some color to the two scenes?



Flip Fun!



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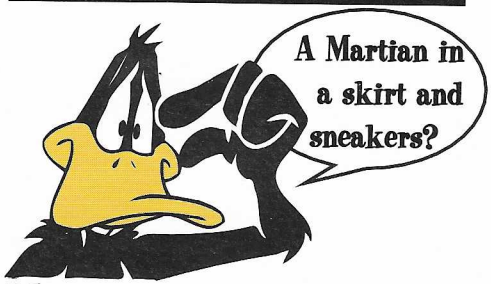
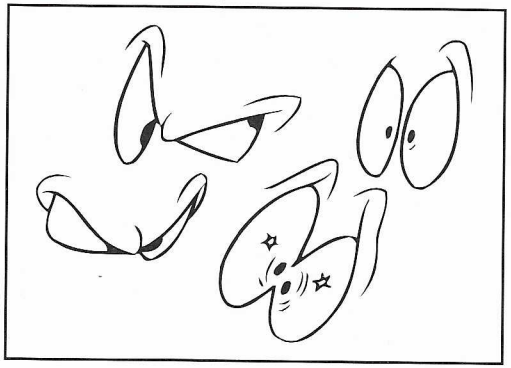
Using your felt-tip pens, why don't you add some color to the two scenes?

Marvin the Martian

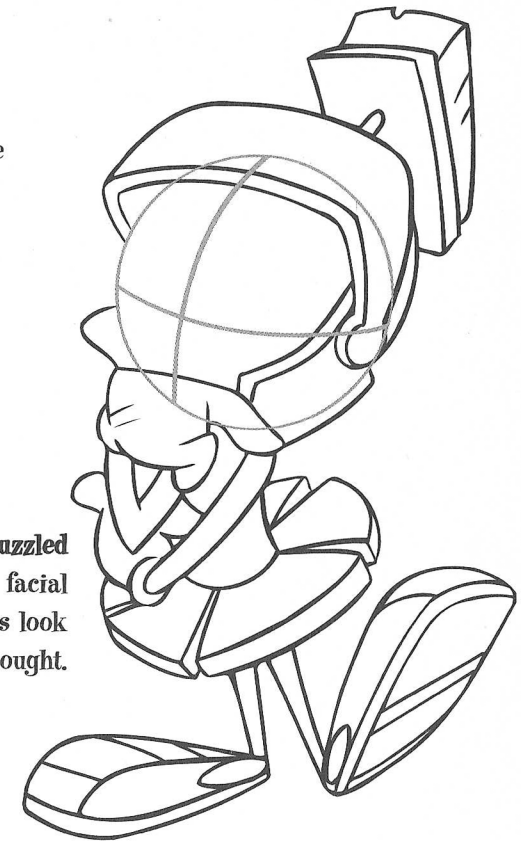


Marvin the Martian is named after Mars, the god of war, which explains his gladiator's outfit.

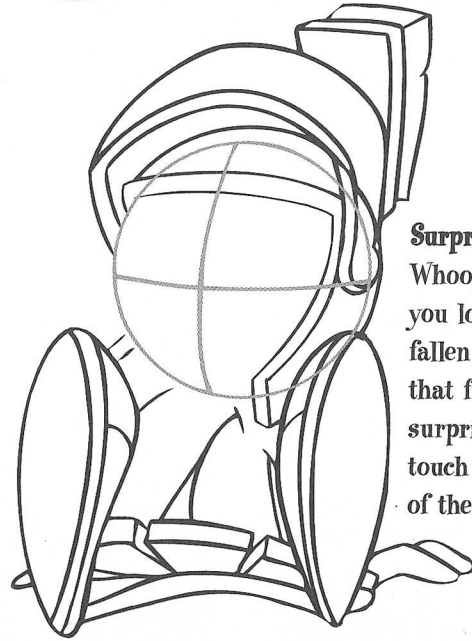


Of all the characters we have looked at so far, Marvin has the most expressive eyes. This is because they're his only facial feature. Notice how creases are used above the eyes to add expression. Complete the four expressions on the page opposite.

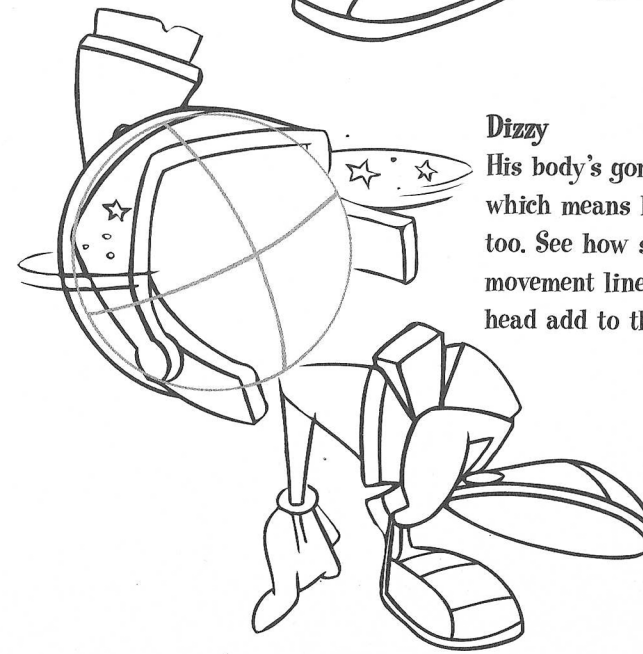
Angry
Martians have feelings, too, you know! Look at his clenched fists and hunched shoulders. Choose the eyes that you think match the pose.



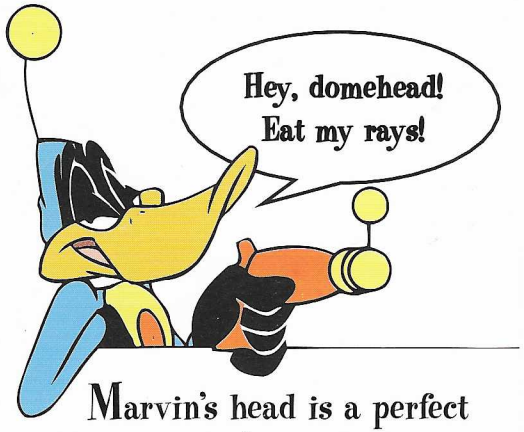
Puzzled
What does Marvin's pose tell you about his facial expression? A slight frown and a sideways look can create an impression of deep thought.



Surprised
Whoops! How would you look if you'd just fallen over? Remember that frightened or surprised eyes don't touch the outside edge of the eye shape.

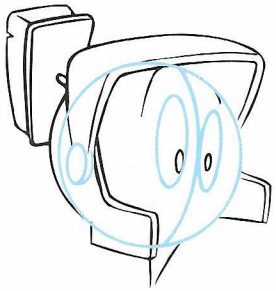


Dizzy
His body's gone wobbly, which means his eyes are too. See how stars and movement lines around the head add to the effect.

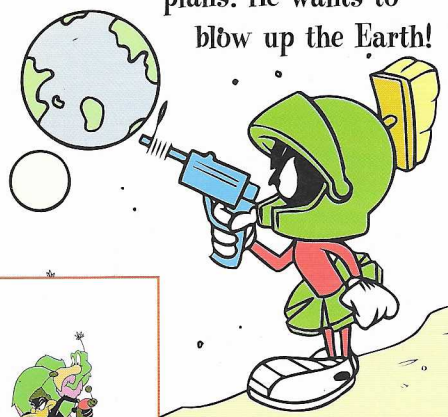


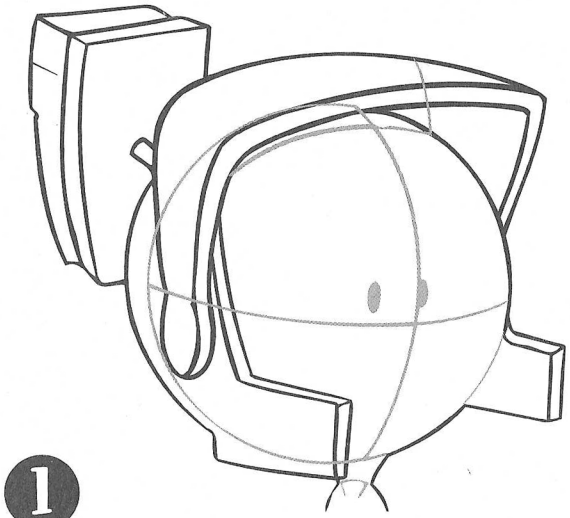
Marvin's head is a perfect sphere, so you're probably thinking this is going to be easy! Well think again!

Marvin doesn't have many facial features to draw. He is never without his helmet, so look at it carefully before you start drawing in the missing parts.



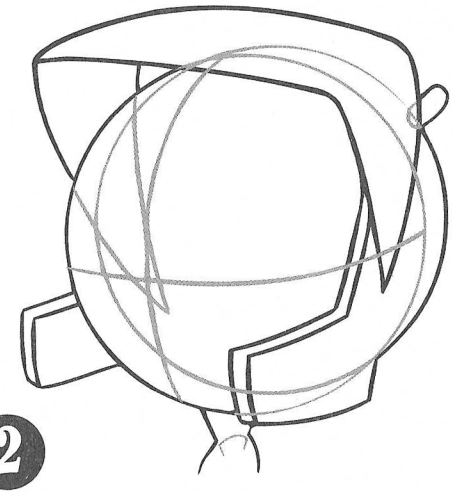
He may be little, but he has big plans: He wants to blow up the Earth!





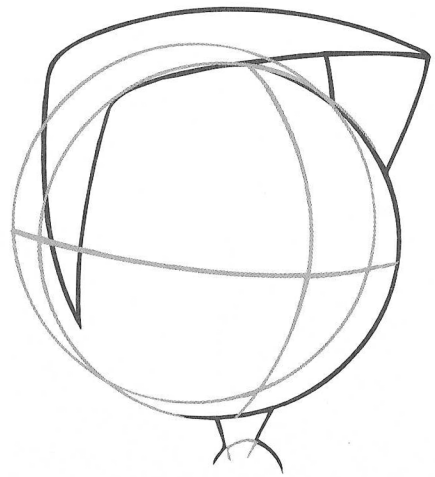
1

Marvin has no nose or mouth, so you only need to add his eyes. Note that the bottom line of the eye shape goes just below the head's horizontal center line.



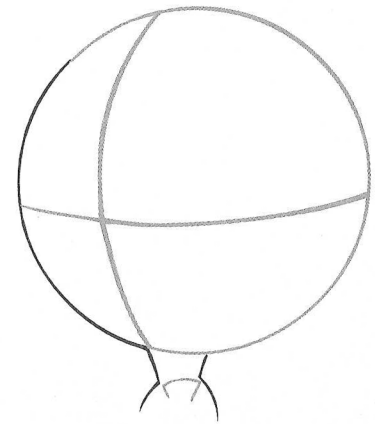
2

Draw in the eyes, then work on the helmet. Draw in the circular hinges that attach the visor, then add the brush on top of the pole as marked.



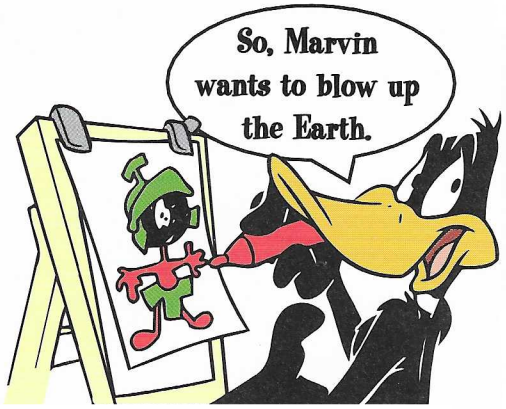
3

Once you've drawn in the eyes, add the cheek flaps, hinges, and brush on top. Note where the helmet line is in relation to Marvin's head.

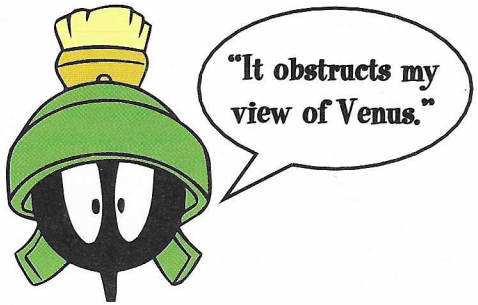


4

Start by drawing the helmet and then add the visor and hinges. Draw in the other helmet parts and finish with the eyes.

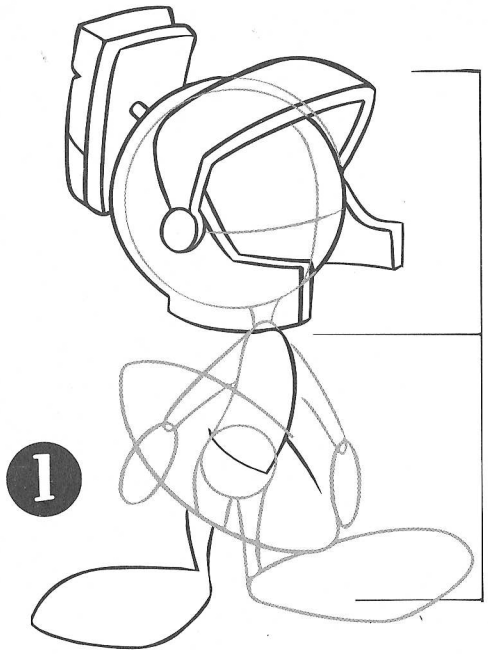


What does he want to go and do a thing like that for?

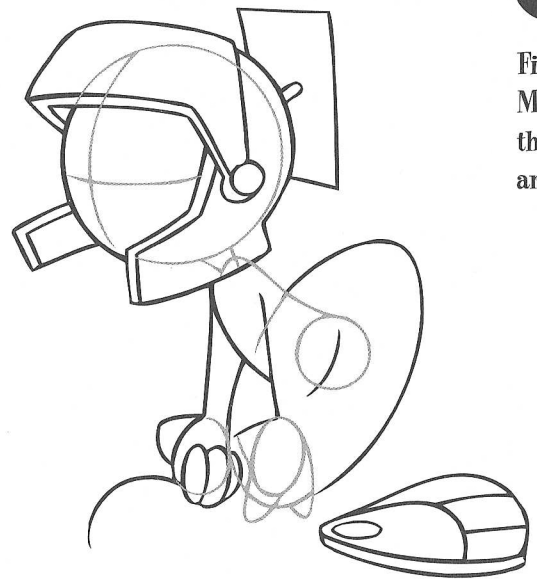


And who said Martians aren't an intelligent life form? Anyway, on with the show! If you look at the drawing below, you can see that he has a small, sausage-shaped torso and short legs, but his head, hands and feet are pretty large. Use this picture as a guide.

1



Start with his eyes, then use the limbs already drawn to help you pencil in the missing arms and leg. Don't forget to finish off the sneakers.

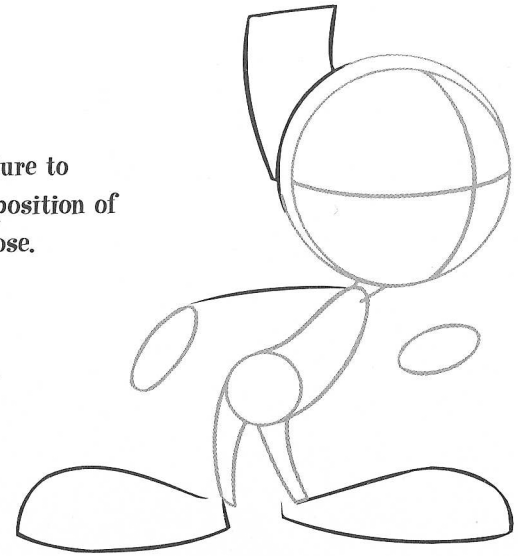


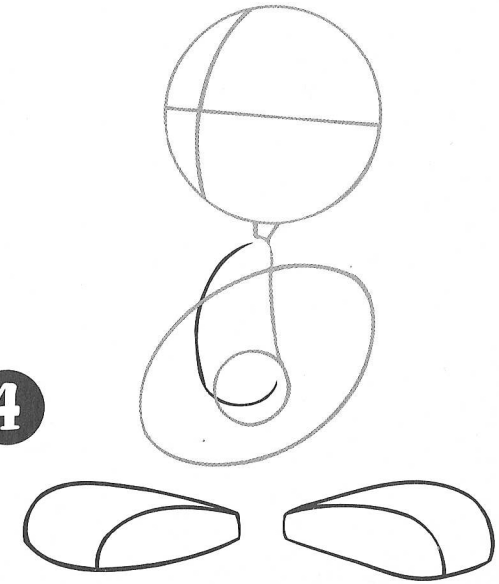
2

First, complete the head, then add Marvin's arm and legs. Don't forget that his legs are short, but his feet are about the same size as his head.

3

Use the second picture to help you with the position of the skirt in this pose.





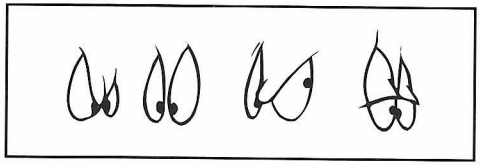
4

Here are the very basic shapes of Marvin. With the other pictures to help, you should be able to complete this, no problem. Remember to leave his gloves white.

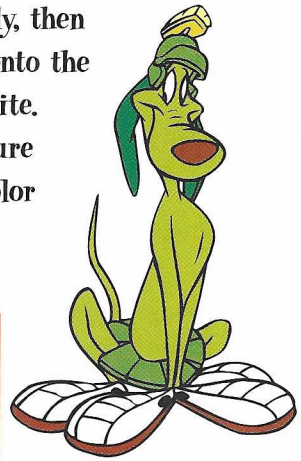
19

K-9

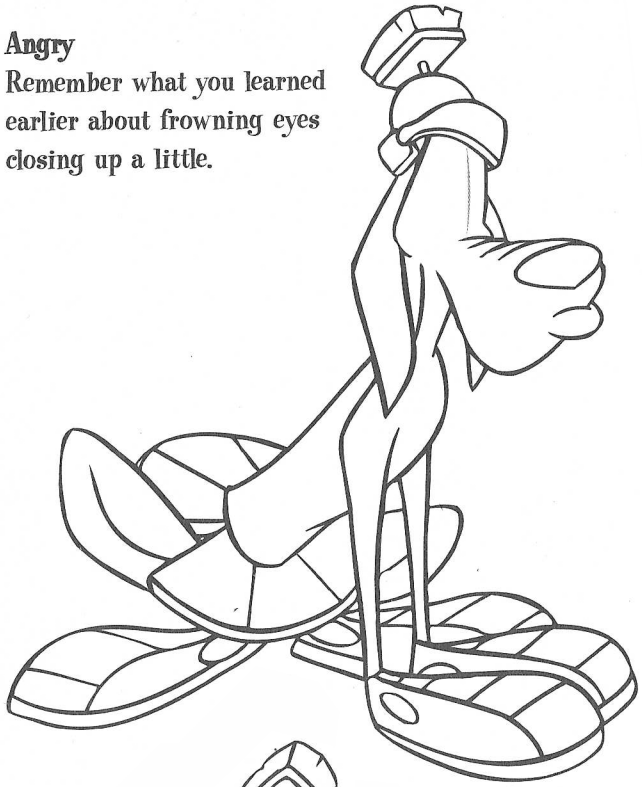
In case you haven't guessed already, this green space mutt is Marvin the Martian's faithful friend, and they go everywhere together in their "Martian Maggot" spaceship.



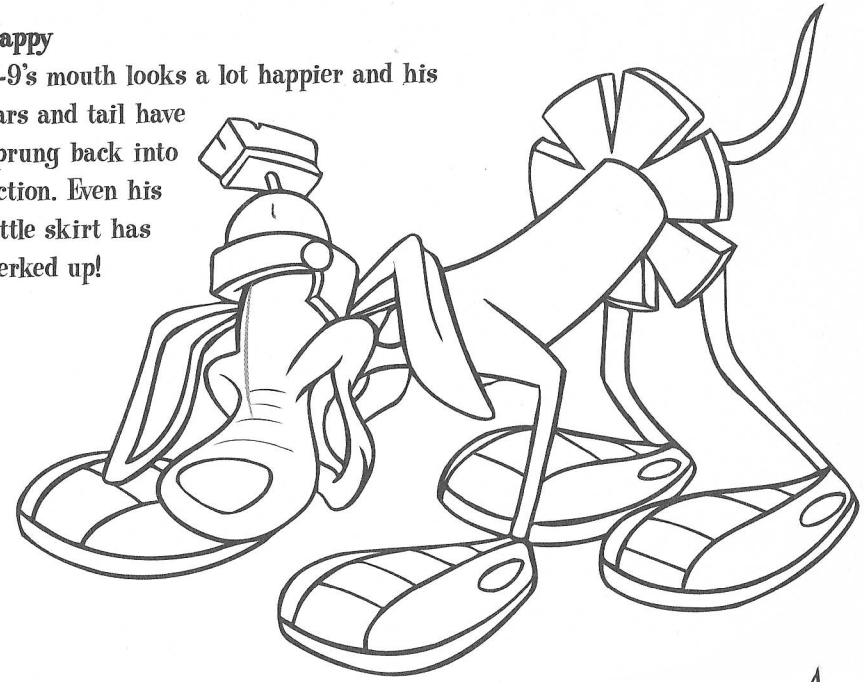
You can see that K-9's eyes are every bit as expressive as his master's! Look at these eyes carefully, then copy them onto the poses opposite. Use the picture here as a color guide.



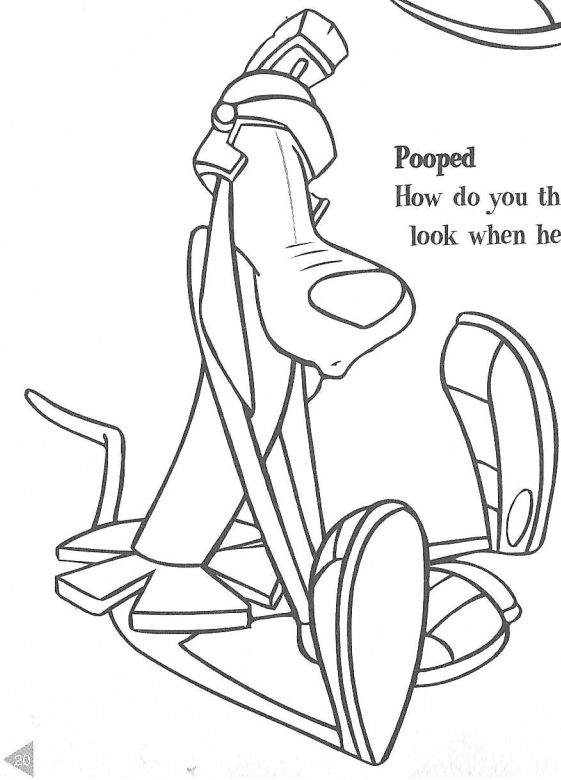
Angry
Remember what you learned earlier about frowning eyes closing up a little.



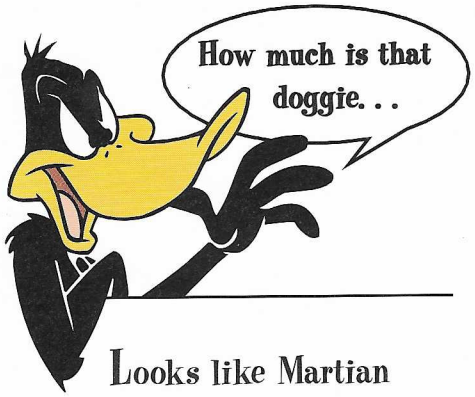
Happy
K-9's mouth looks a lot happier and his ears and tail have sprung back into action. Even his little skirt has perked up!



Pooped
How do you think K-9's eyes look when he feels this way?

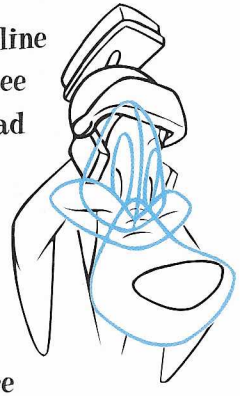


Puzzled
You know what they say about dogs looking like their owners, so look back at page 17 to see how Marvin's eyes look when he's thinking about something. K-9's will be pretty similar!



Looks like Martian dogs don't have much of a sense of humor! This one has an interesting head shape, though.

If you look at this line drawing, you can see that K-9's basic head is made up of a small egg shape and small cheek shapes. What makes the overall head seem large are the long ears and snout and his big, almost triangular nose.



Look carefully before you complete the drawings opposite, then look back at the previous page for K-9's colors.

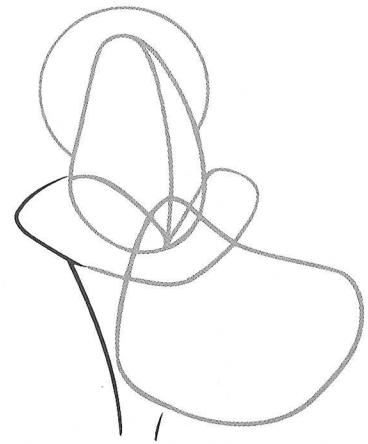
Remember to let your black pen dry before adding those colors.

1

Draw in the eyes that you learned on the previous page. See how the cheeks touch the lower eye-line.

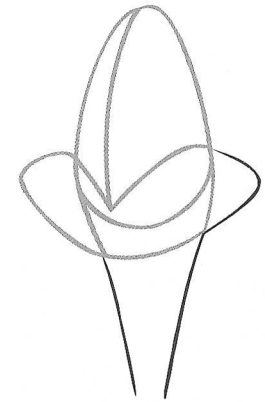
2

Notice how K-9's helmet is a smaller version of his master's and sits on top of his head. Add the missing eyes, ear, and nose.



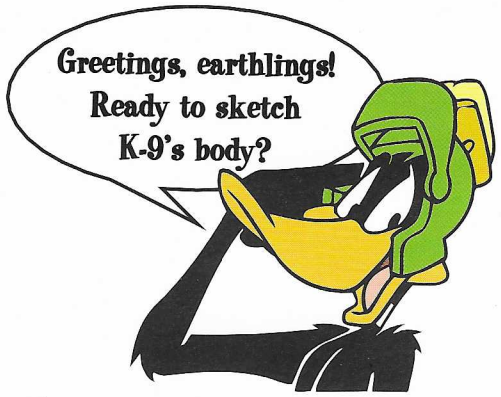
3

Complete this picture by drawing in the visor, side flaps, and brush. Then add the eyes, ears, mouth, and nose.



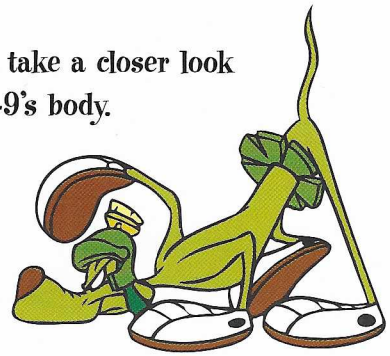
4

Use this space to build upon K-9's basic head shape and cheeks. Remember that his snout is bigger than the rest of his head.

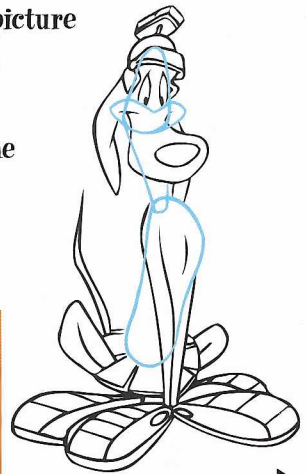


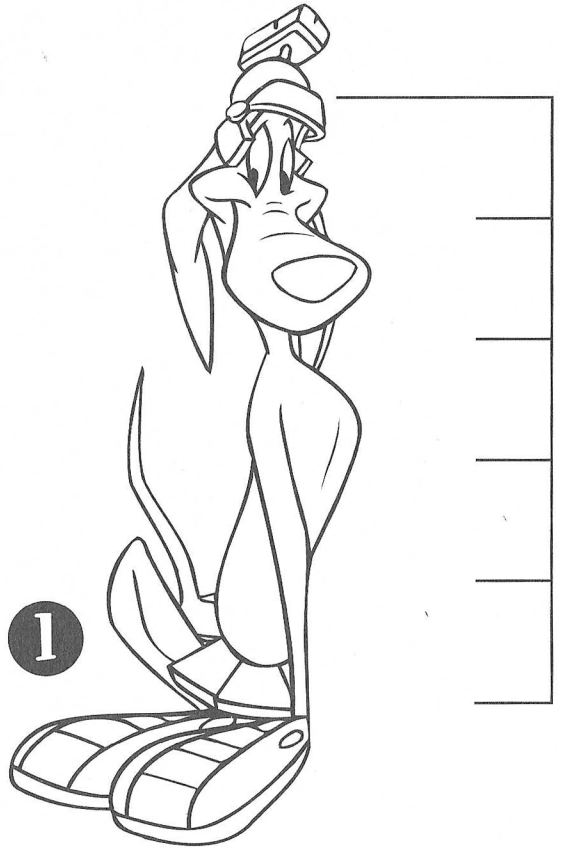
What's this? K-9 looking for food? What does he eat? Star Fruit!

Let's take a closer look at K-9's body.



He has a long, sausage-shaped torso, a large head, and big feet. Look at this picture carefully, then complete the sketches on the opposite page and color them in.

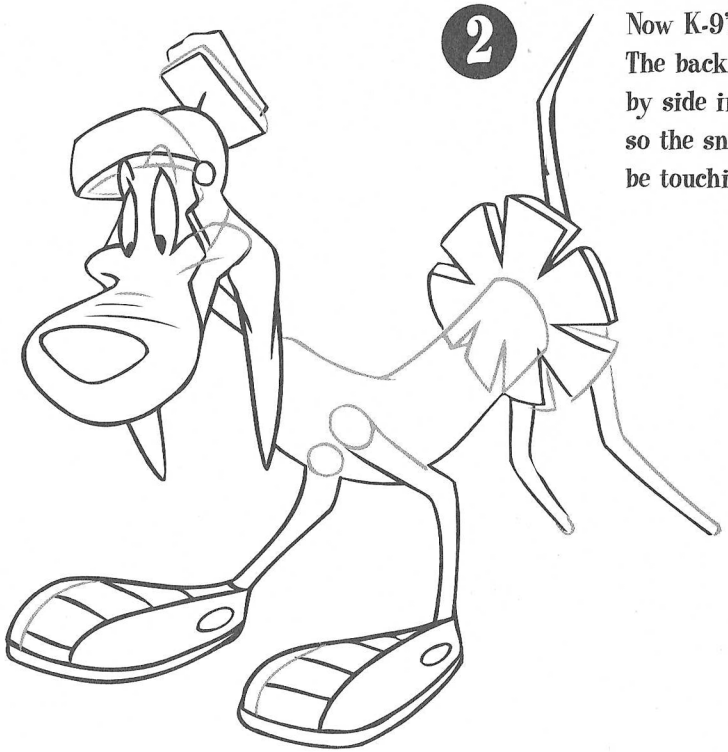




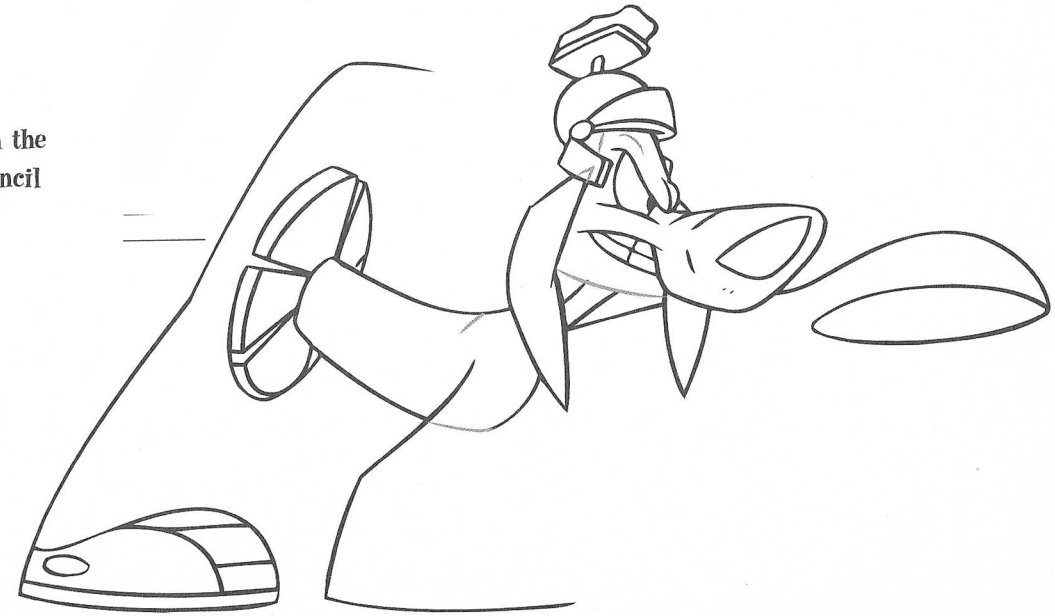
When K-9's sitting down, you can see from the guidelines that he's about 5 heads high. Pencil in his missing legs. Finish off his skirt.

3

This space mutt thinks he's a pointer! Use the lines provided to help you complete K-9's legs. Most of the left back leg will be hidden from view. Add the tail and color in.



Now K-9's standing up. The back feet are side by side in this pose, so the sneakers will be touching.



22

Flip Fun!

Here's a space scene featuring the Martians you learned about on the last few pages.

Look at the tracing paper first. See how tense Marvin's body is as he salutes, sternly raising the Martian flag to mark out his territory. His legs are completely straight and his feet have snapped together. K-9, though, is in a more relaxed pose. He doesn't really understand what's going on and is merely copying his master! Now look at the bottom picture. What has changed?

Flip the tracing paper back and forth and then use your pens to add some color.

Flip Fun!

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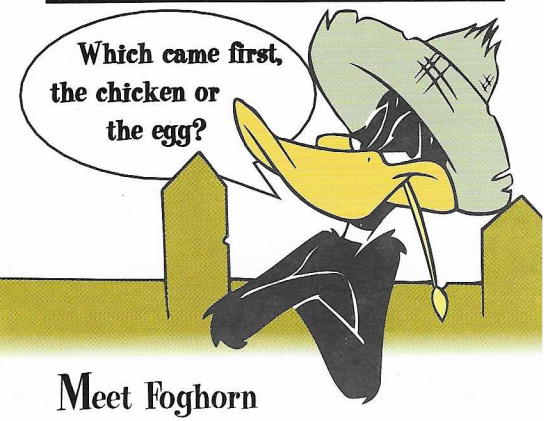
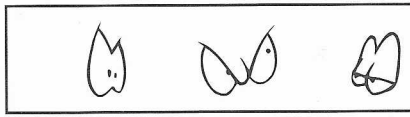
Flip the tracing paper back and forth and then use your pens to add some color.

Foghorn Leghorn

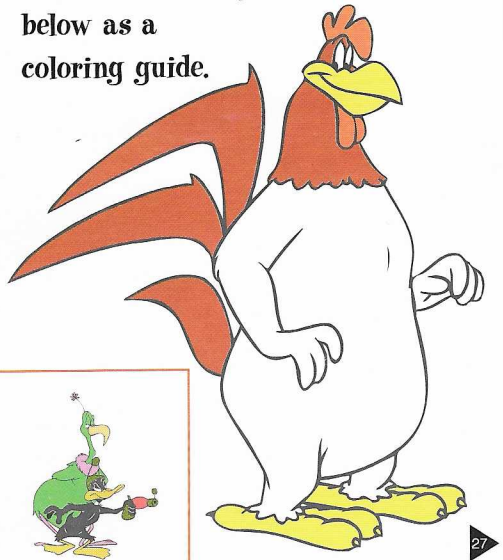


Meet Foghorn

Leghorn, the Dixie chicken who loves playing practical jokes.



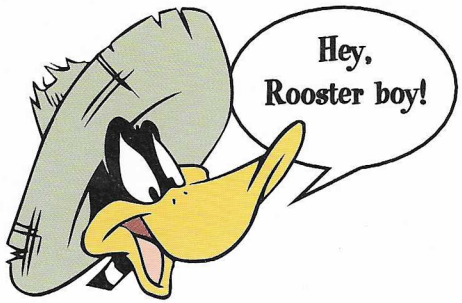
His eyes are pretty small compared to the rest of his body. Use what you learned from drawing the other characters to choose the eyes that match each pose, then copy them in. Use the picture below as a coloring guide.



Angry
Foggy doesn't look too happy. Notice his head in his hand, his drumming fingers, and his drooping tail feathers.

Surprised
Yikes! Notice the shape of the mouth, the stiffened tail feathers, and the drawn-back arms and fingers.

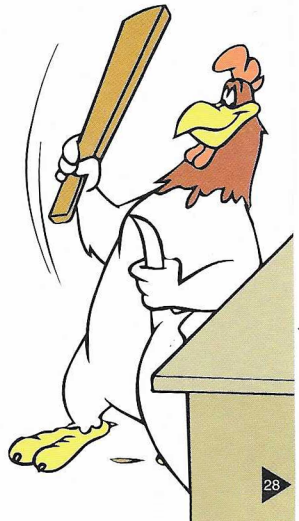
Sneaky
Foghorn is up to something! Notice his mischievous grin, the position of his arms, and the way he's walking on tippytoe.



Seems the barnyard dog is in for a nasty shock!

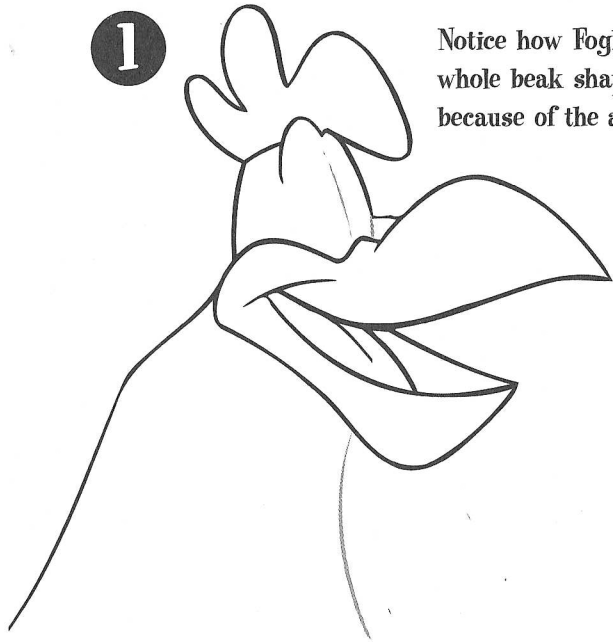
Let's look at the old blabberbeak's head. Foggy is another character with a very small basic head shape. It's egg-shaped, with a large, domed beak and a thick neck.

Try filling in the missing parts on the page opposite, looking at the picture above to help you.

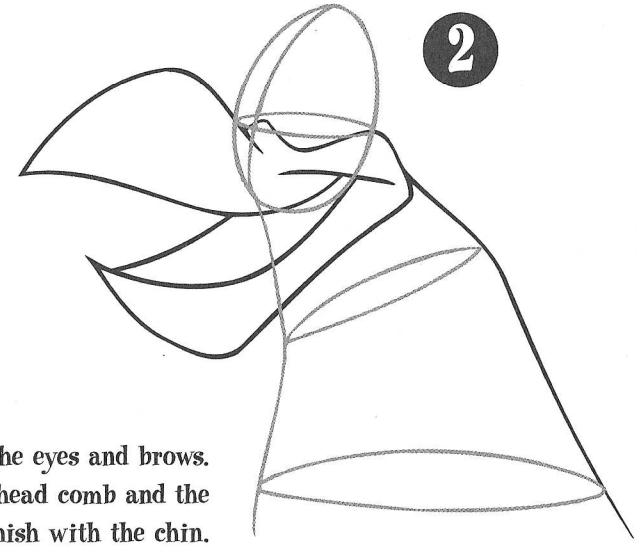


1

Notice how Foghorn's cheeks form part of the whole beak shape. His far eye will be smaller because of the angle of his head.

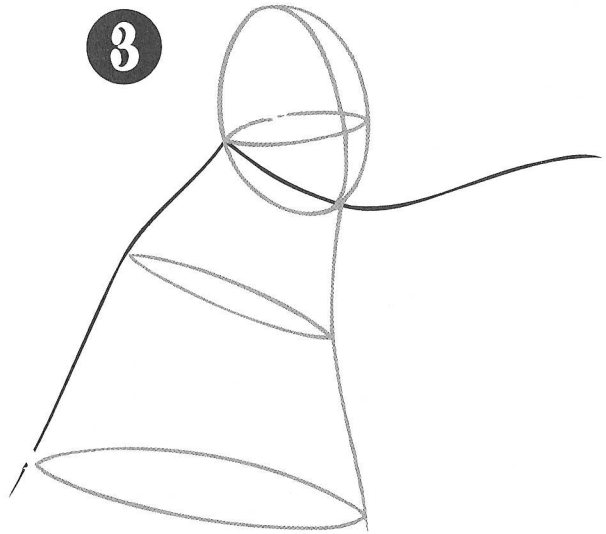


2

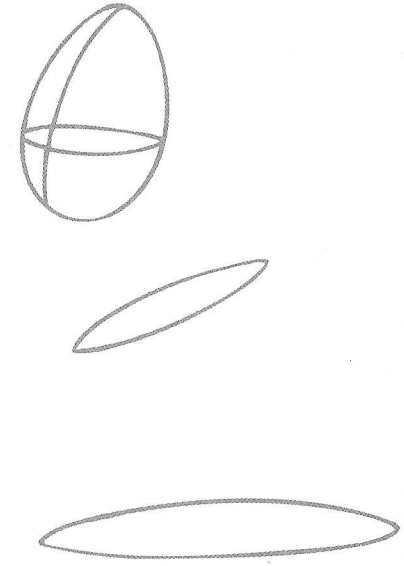


Start by adding in the eyes and brows. Next draw the head comb and the tongue and finish with the chin.

3



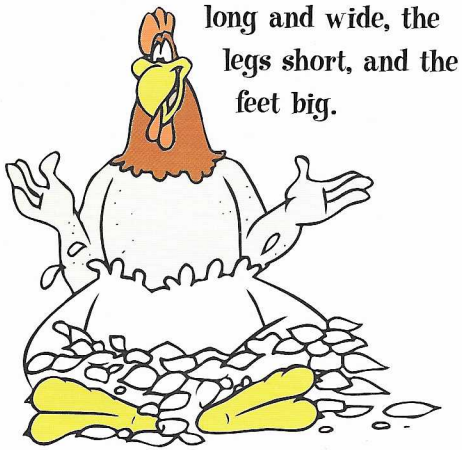
Look at the top picture to draw the shape of each beak part. The top part is domed, while the bottom part is straighter and squared off. Then finish it off with what you've learned.



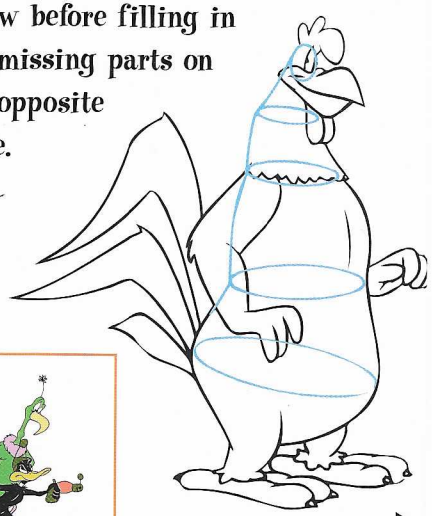
4

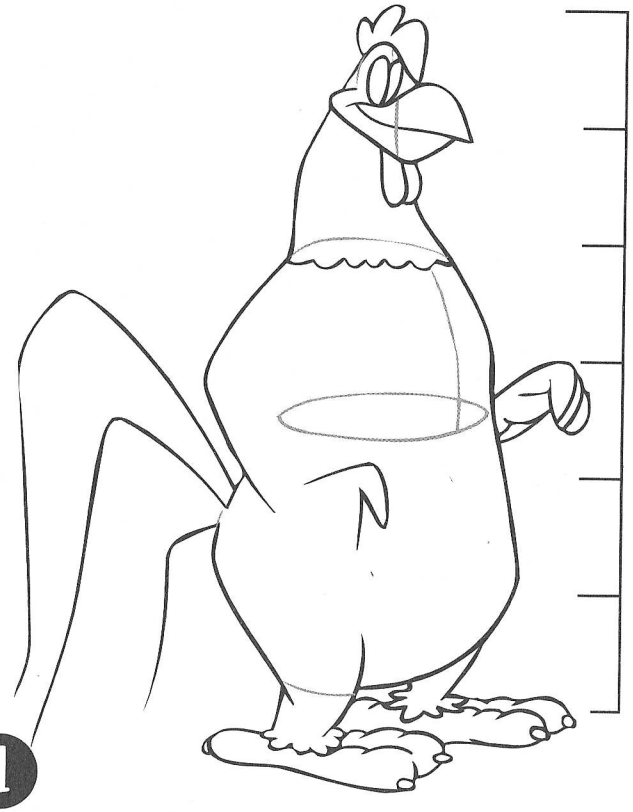
Here you can see clearly Foggy's small, egg-shaped head. Draw in the neck, then build up the head features, starting with the beak. Color it in when you've finished.

Now let's take a look at this chicken's body. It's very bottom-heavy: the head is tiny, the torso long and wide, the legs short, and the feet big.



Look carefully at the line drawing below before filling in the missing parts on the opposite page.



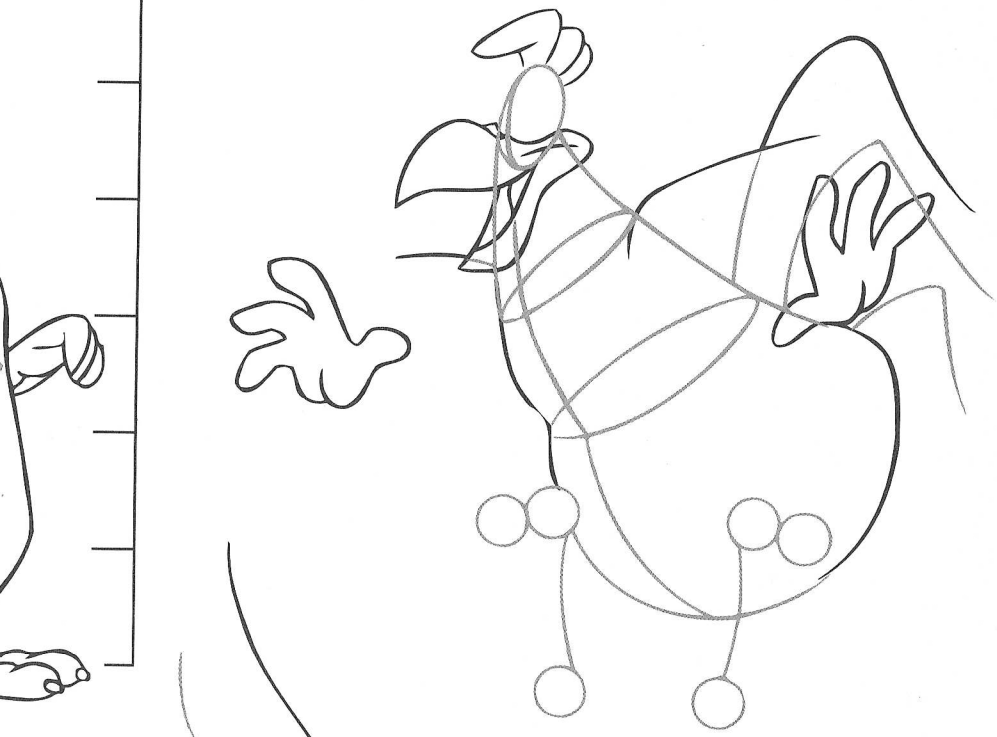


1

Foggy's proportions are quite different from any other character so far. He's almost 6 heads high! Use the line drawing to help you complete the picture.

2

This is a tricky one, so take it slowly. He's resting his head on his hand, so the fingers will peep over the top of the beak. His legs are tucked up into his body, so the left one is hidden from view.

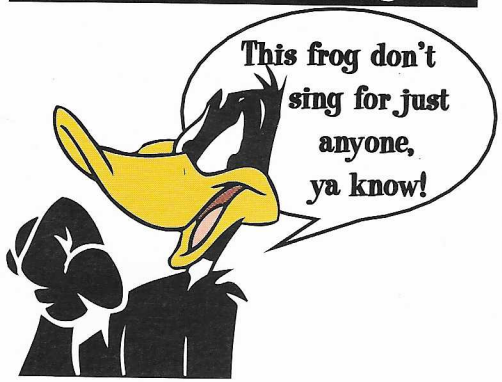


3

Foggy's sure excited about something! Remember that you should always draw bent limbs in two parts to get them exactly right.

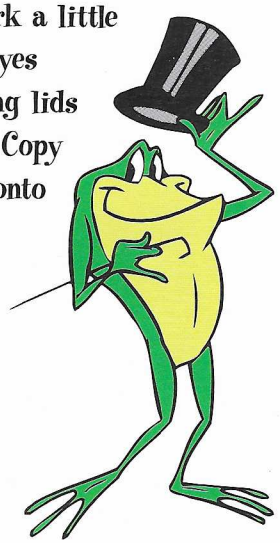
29

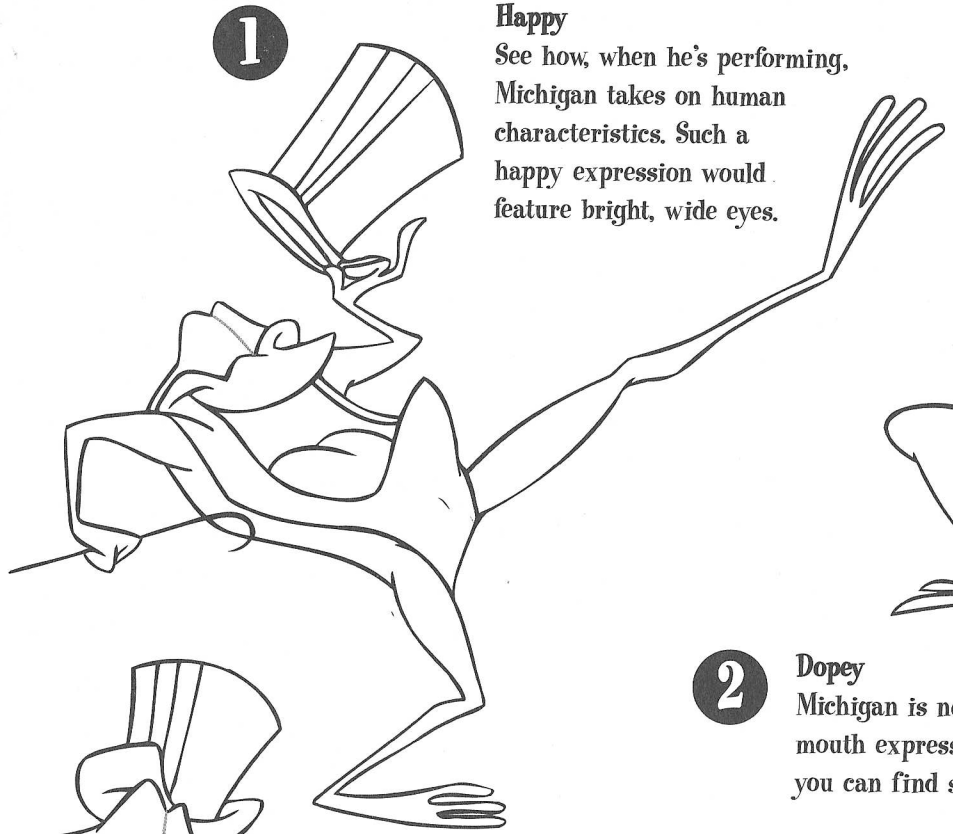
Michigan J. Frog



Daffy's right, we're privileged! He can dance, he can sing, but try putting this frog on stage and he becomes a regular garden croaker.

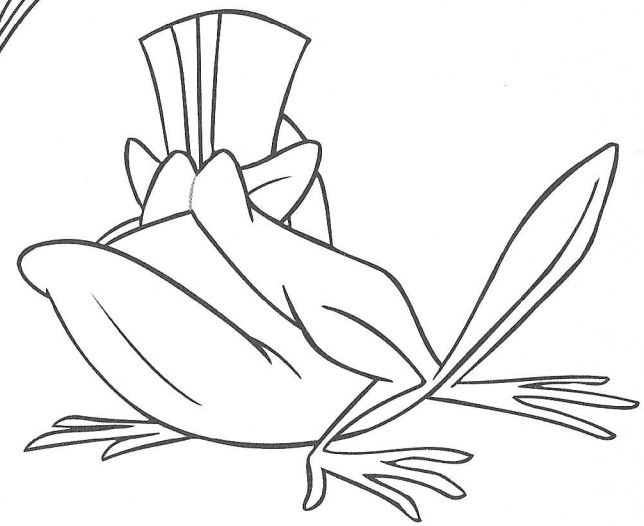
Let's take a look at those froggy eyes. Michigan has no brows, so you need to work a little harder on the eyes themselves, using lids where you can. Copy the eyes above onto the poses you think they best match.





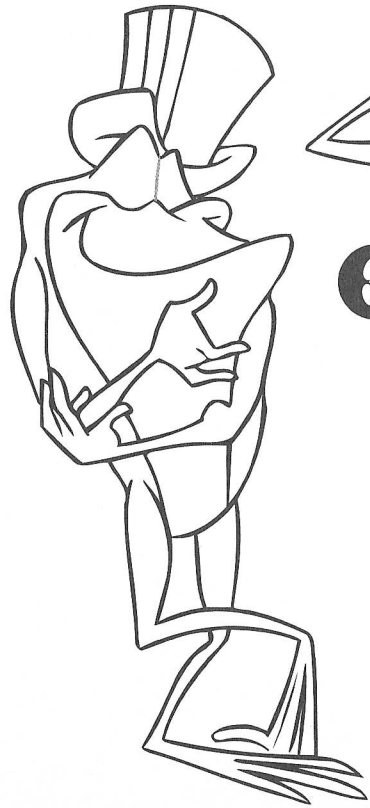
1 Happy

See how, when he's performing, Michigan takes on human characteristics. Such a happy expression would feature bright, wide eyes.



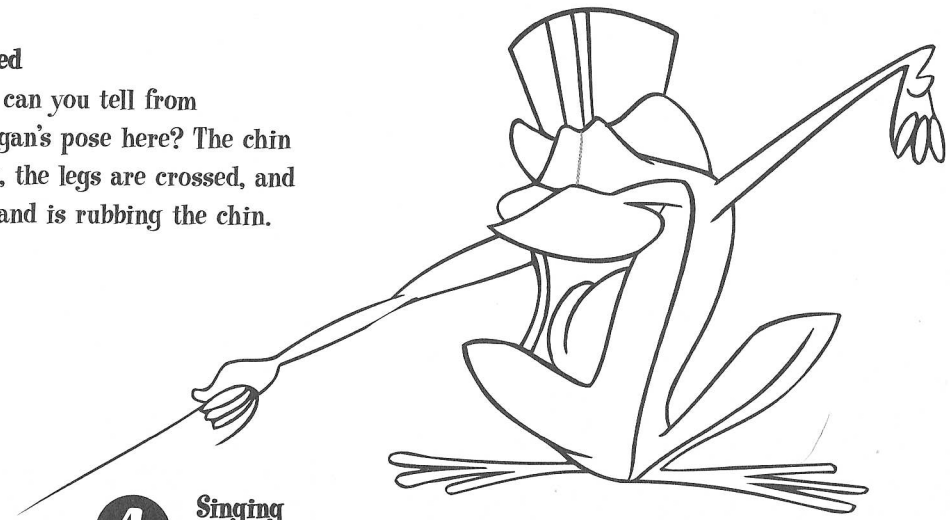
2 Dopey

Michigan is not looking too good here! Look at the down-in-the-mouth expression and the frog-like position of the limbs. See if you can find some droopy eyes to complete the expression.



3 Puzzled

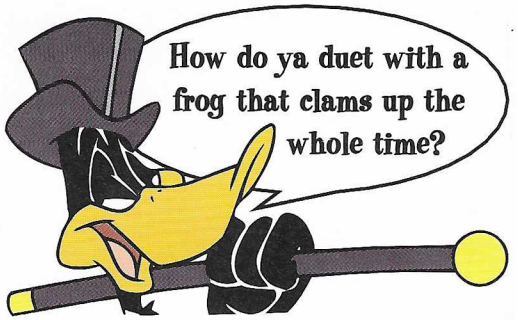
What can you tell from Michigan's pose here? The chin is out, the legs are crossed, and one hand is rubbing the chin.



4 Singing

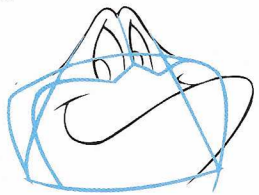
Imagine you are singing your heart out, just like Michigan is doing here! How would your eyes look? Closed, perhaps?

24



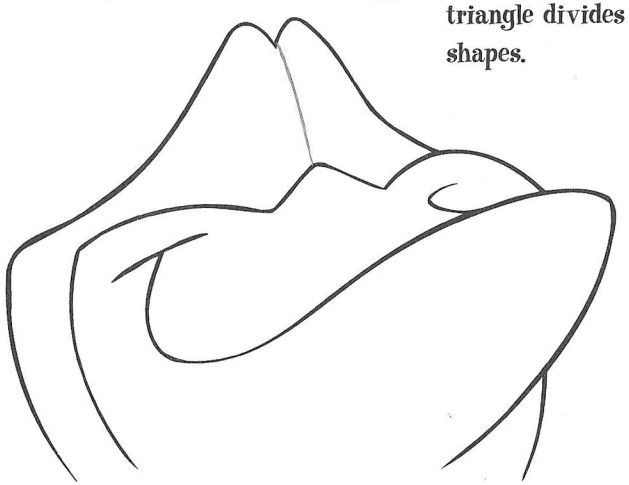
Looks like Daffy's going to have to go solo!

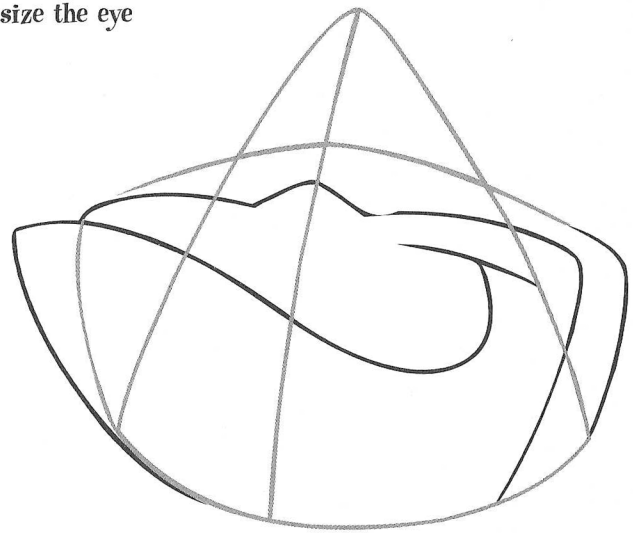
In the meantime, we can look at Michigan's head. Like Taz, his head and torso tend to merge into one, so you don't have to worry about a neck.



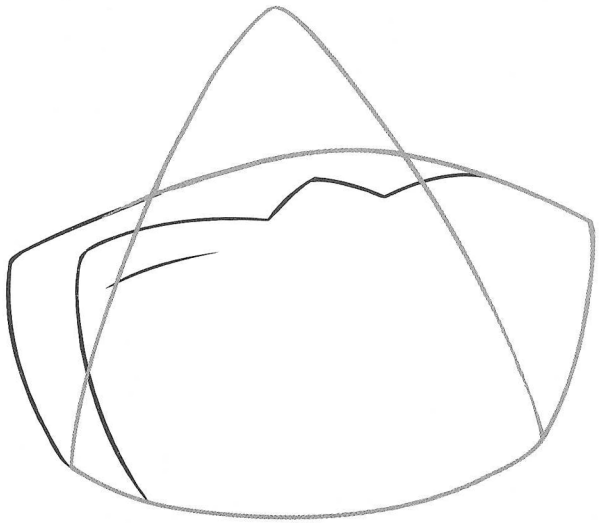
You can see that the main head shape is triangular, with a rectangular cheek section, then a large mouth with prominent lower jaw. When you're ready, complete the step-by-step drawings on the opposite page, then use the previous page as a color guide.

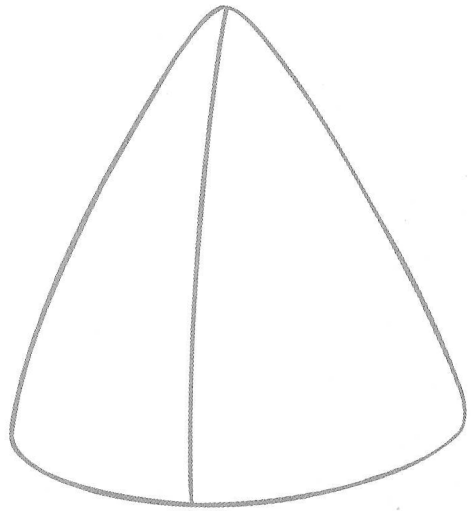
1 Start on the upper cheek line with Michigan's eyes, as you did with K-9. See how the top of the head triangle divides into two to emphasize the eye shapes.





2 Pencil in the eyes and add the eye bumps on top of the head. Then draw the curves that join up the eye area and cheeks. Don't forget to complete Michigan's smiling mouth.



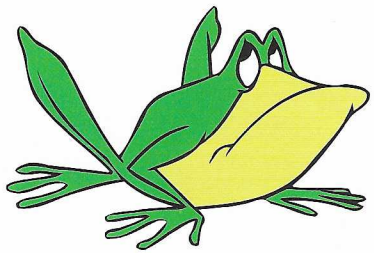


3 Practice doing the whole eye area again, using the upper picture to help you. Now draw in the mouth line and lower jaw, making sure that it sticks out far enough.

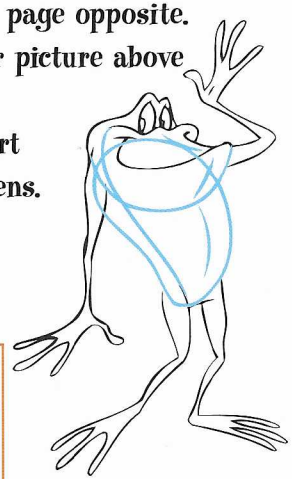
4 Here you have the basic triangle of Michigan's head shape. Start by adding the rectangular cheek section, then mark in the jaw section and add the mouth and eyes.

Seems Daffy scared him off stage completely!

Now try drawing Michigan's body. His main body is an upturned, compact pear shape, and he has long, thin limbs, fingers, and toes.

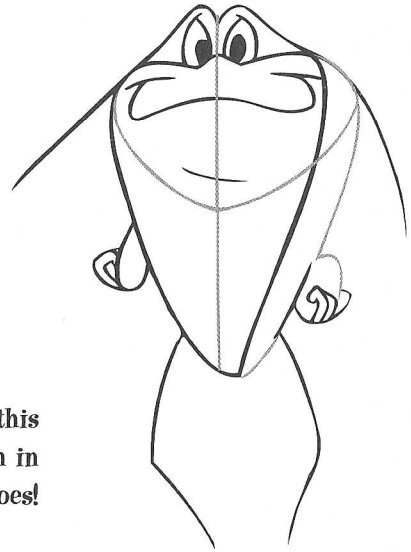


Look carefully at the line drawing below before filling in the missing parts on the page opposite. Use the color picture above when you're ready to start with your pens.



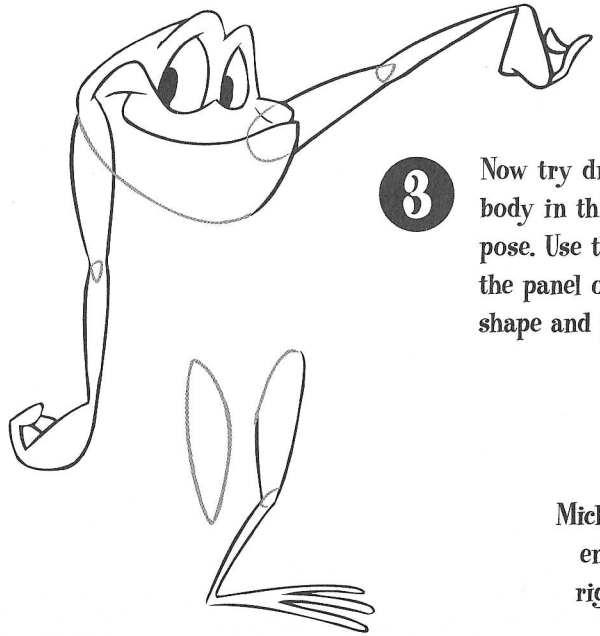
1

Michigan is about 3 heads high and quite a top-heavy character. Refer to the line drawing opposite before you draw in the missing arm and leg.



2

Both Michigan's legs and arms are bent in this hands-on-hips pose. Draw each limb section in separately. And remember, he only has three toes!



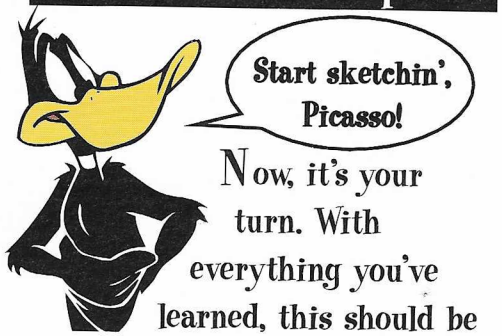
3

Now try drawing Michigan's body in this more relaxed pose. Use the line drawing on the panel opposite to get the shape and position right.

4

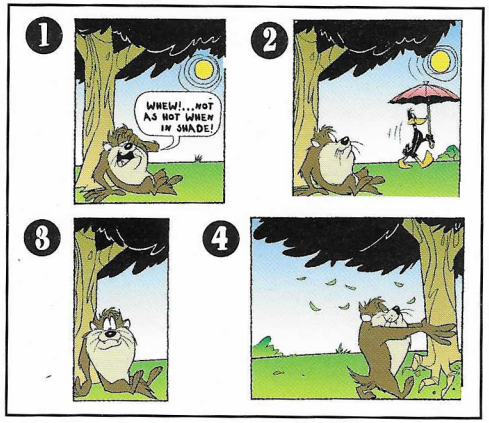
Michigan's down on one knee here, as if at the end of a great performance! His outstretched right arm is holding a top hat, while the left hand is resting on his hip.

Finish the Strips



Now, it's your turn. With everything you've learned, this should be as easy as pie!

The next three pages show some hilarious cartoon strips for you to finish. We've left out the characters from each frame so you can draw them in. See if you can finish the joke by changing the last frame.



Use the strips above to help you. If you're really good, you could try covering them over!

Why don't you try to think of a different ending to the joke and put that in instead?

1

Taz looks very tired from the heat. He's slumped against the tree, and his mouth is open because he's speaking.

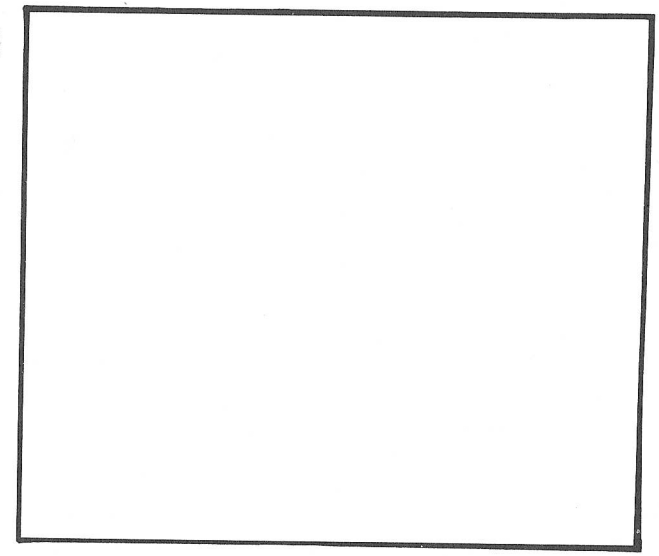
2

Now we can see Daffy in the background. He is holding a parasol. Taz is now looking at Daffy with eyebrows raised.

3

Taz is now looking at you. He has a dumbfounded expression.

4



Taz has had a great idea for his own parasol. He's now walking with the same stance that Daffy had. Can you think of a different ending to the joke?

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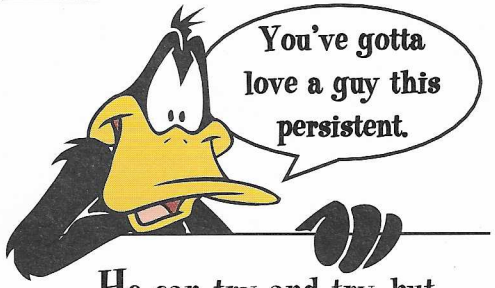
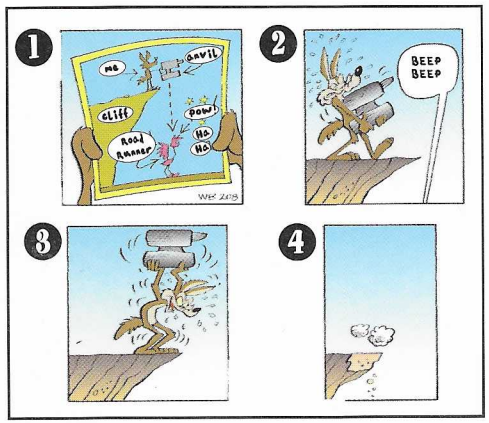
Finish the Strips



He can try and try, but he's still not going to get that bird! It's great fun watching him fail, fail, and fail again, though.

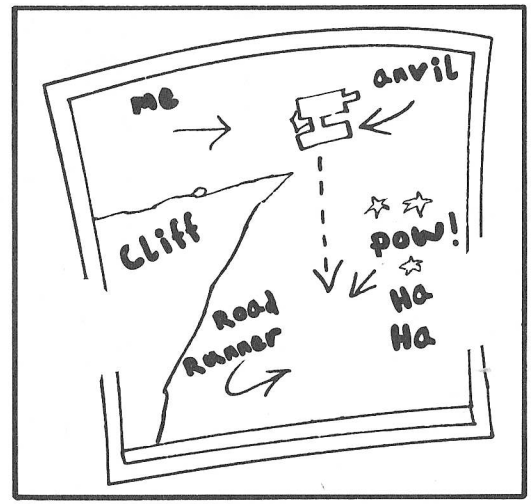
Here are the completed strips in color, just in case you need to look at them. With all you've learned, though, you shouldn't have to.



The art instructions under each frame should help you to complete each one.

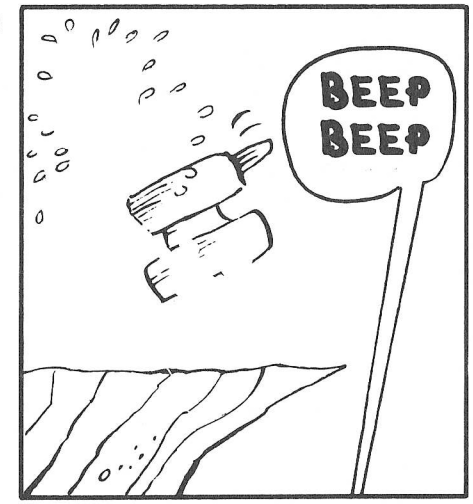
Again, we've left the last frame blank for you to try finishing it with your own joke.

1



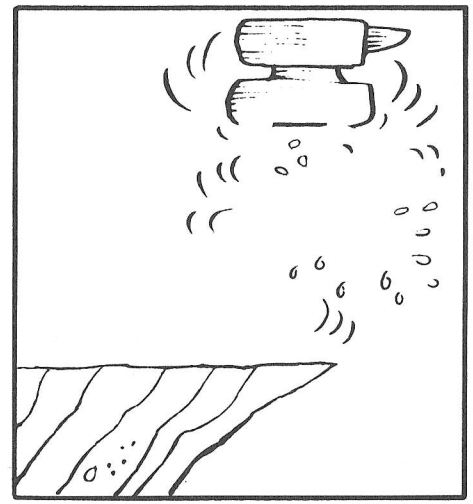
Here, Wile E. is at the top, and Road Runner is at the bottom. As it's a diagram, you'll need to draw them in stick form.

2



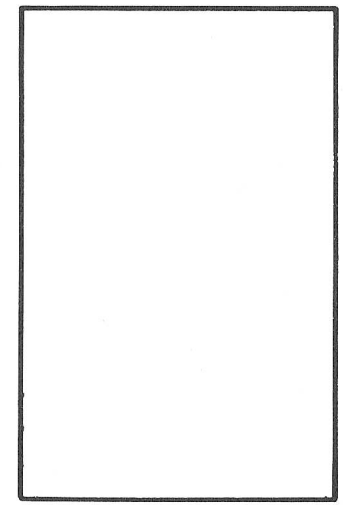
Wile E.'s straining under the weight of the anvil, and it shows on his face. He's leaning back and perspiring a lot!

3



Wile E. can hardly contain his delight at, perhaps, finally trapping his next meal. The anvil is above his head.

4



Another plan foiled! Can you think of a different and funnier ending?

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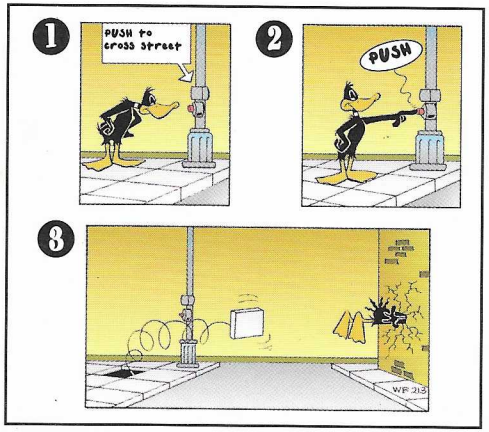
Finish the Strips

A cartoon strip doesn't necessarily have to have speech to make the joke funny. This visual joke with Daffy is a prime example. Remember Laurel and Hardy? A lot of their jokes were purely visual.

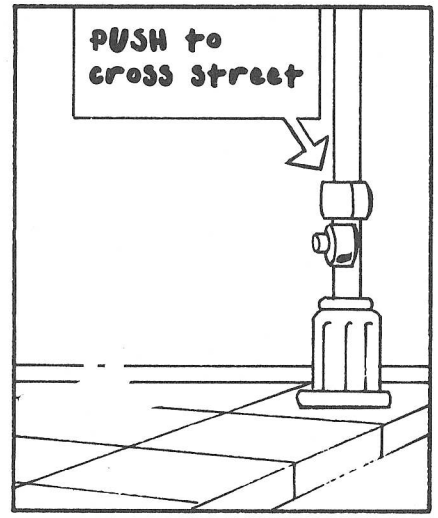


See if you can finish the strip opposite without looking at the strips above.

Don't forget to do it in pencil first and then outline your black pen. Let that dry and then add the color.

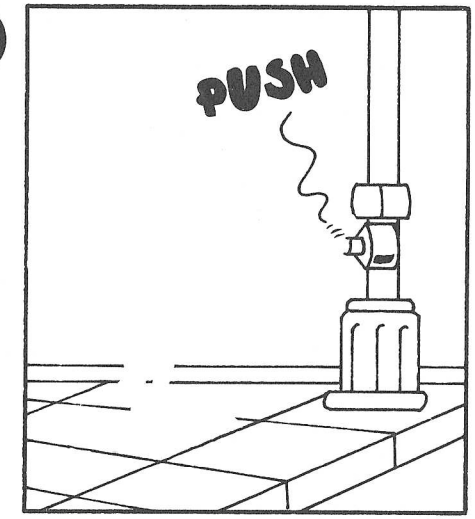
Again, try to think of a different ending for the last frame.

1



Daffy, hands on his hips, is stooped over slightly to read a small sign on a crossing.

2



Now, Daffy is pushing the button with one hand. The other is still on his hip. He is now standing upright.

3

Here, we've left the panel completely blank for you to try out your own joke, but if you were to finish with our joke, you'd only be able to see poor old Daffy's feet and lower body sticking out of the wall!

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Tasmanian Devil
Surprised
Looks like Taz is holding his hands in surprise here. Find some eyes with floating pupils, copy them in, and pick a mouth to match.
Puzzled
Something is puzzling old Taz. A puzzled expression usually makes the features close up.
Angry
Taz often looks all in a spin and kind of crazy! Copy in angry eyes here, and an open mouth yelling for food!
When this guy does come to a stop, he doesn't look too happy – unless he has seen some food! His eyes are pretty scary, and as for those teeth!
Match the eyes and mouths to the poses opposite.

It's so easy, you'll be an artist before I can say, *"You're despicable!"*

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